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Get ready for the "official" home computer version of the Arcade blockbuster,
Paperboy, Pick up your old push-bike, put on your peaked cap and imagine your
string the street of an American suburt. Only superh riding skills and a steady
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NEWS & REVIEWS

14 REVIEWS THIS ISSUE:

Game of the Month: Cauldron II. C+VG HITS! Quazatron, Heavy on the Magick, Karate Combat, Attack of the Killer Tomatoes, Green Beret, Golf, Allen Highway. Plus more!

72 ADVENTURE

Keith Campbell brings you all the news and reviews that are fit to print. Plus the one and only C+VG Adventure Helpline (tml) This issue, C+VG's review team looks of **Uthina IV**, The Case of the Mandarin Murder, Pilgrim and Return to Ithaca. Plus the start of the search for C+VG's Adventurer of the Year.

8 NEWS

Mikro-Gen look set to couse a stir with Equinox and Stainless Steel. Wild Bill Steeley, boss of Mikroprose, always causes a stir wherever he goes — and so do his games. We look at some new releases from the flight ace. Plus a sneed look at CRL's new Cyborg!



HE BAT MAP/106



INSIDE STORY

· Excuse me. But are you going to buy this copy of C+VG, or what? Because if you gren't there's a whole bunch of people waiting to grab it out of your ungrateful paws.

Why? Well, for starters they want to read our special Arcade Supplement. It's packed full of news about the latest games to grace your local coin-op, plus details on the games that will be coming to the screens of your home machines.

Then there's our exclusive customised comput-YOU could be the fortunate owner of a Spectrum Plus custom painted to your own design by artist Steinar Lund.

And that's not all. John Ritman, the incredibly talented

programmer who brought you the smash-hit Batman game tells you some of his Bat-secrets along with our exclusive Dimension Graphics map of the Amstrad version of the Bat-game. You can go completely Fitba Crazee with Simon Inglis as he brings you a league table of the best soccer simulations around, just in time for the World Cup.

Last, but by no means least, there's our cover feature ompetition. Win the amazing Cauldron II Golden Pumpkin Trophy! To find out how you'll just have to buy the magazine, OK? Plus all the usual features, news reviews and the best adventure section in the known universe from the Master Adventurer himself, Keith Campbell. Now, either cough-up or cop-out. We just want to get on with the rest of the magazine!



ARCADE SPECIAL/49









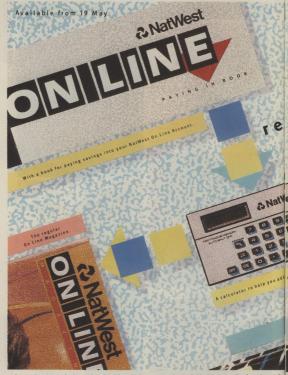




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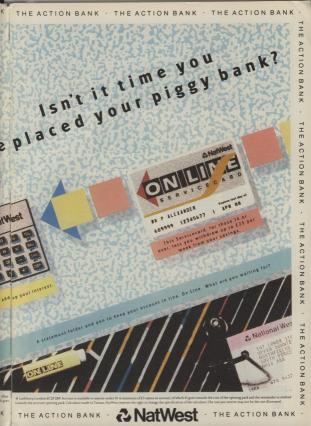


THE ACTION BANK

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THE ACTION BANK THE ACTION BANK THE ACTION BANK





■ Murder on the Missippi is in the pipeline from Activision. It's a "rather different kind of adventure." according to Andrew Wright. The man behind the project is Adam Bellin, who was part of the team who

was part of the team who
produced the controversial
Ghostbusters.
In the game — which is disk



Charles Foxworth. While on an exploratory trip up the Missippi, with his trusty monetoward Regis. Charley stumbles across a decrease of the corpset it is and, eventually, who did the dirty deed! The graphics are presented side-on; with you and the ever-present Regis moving around the screen. Everything is controlled with the prospective of the controlled with the controlled with the prospective of the controlled with left, right, up, down and fire.

■ The youth of the world is under threat. Their brains are being sucked dry. Who is responsible for this dastardly act? is it Crash or Zap 64? What about Sinclair User? No, it's pop records.

Someone has been corrupting the vinyl with subliminal mind-destroying messages. It's none other than **Dr Blitzen**,



world in Dynamite Dan.
Well he's now back in
Mirrorsoft's Dr Blitzen and
the Islands of Arcanum, still
intent on imposing his will on the

world.

But Dan's back as well, to try
and put an end to these devilish
doings as he battles through
screens of lava-filled labyrinths,
shark-infested lagoons, snake

pits and voodoo temples.

Dr Blitzen will be released on the Spectrum, £7.95, and on the Commodore 64 and Amstral, revised E8.95.

w Who Dares Wins II, the Commando clone from Alligata, is now available on the Spectrum at £7.95. It's lost none of the action packed thrills of the 64 and Amstrad versions and some gamesters still rate it as better than Elite's.



Who is the BEST Elite player in the country? Colin McLinton from Belfast, that's who Colin pictured holding the

Elite aces.
The finalists came from top scarers who had entered Firebird's monthly Elite competitions. And ALL eleven had reached Elite status. A formidable collection In the four hour competition Colin registered 539 kills — a full 15 ahead of his nearest rival. Now Colin goes on to compete in the

Elite World Championships



which take place in January. The picture shows (I-r) Ian Bell, Colin, David Braben and Firebird boss Herbert Wright.

The year is 2001AD. The Planetary Law Federation has officially endocated you as a Booth Yuliute. With your considerable planetary and a second helps planetary because the planetary of the planetary of the planetary of the planetary criminals. Many Bounty Hullers have tried and many how folialed to receipt the teacher that a planetary criminals. Many Bounty Hullers have tried and many how folialed to receipt the rewards held in Zybort capital and the planetary criminals. All the planetary control of the planetary co

planes surface with a graceful elegance.
Suddenly, you receive a message from the Galaxy Polion your communications console:
TERMINATION WARRANT

console: TERMINATION WARRANT TERM: LICENCE! ALIAS: XTRO II CRIME: SLAVE TRADER CREDITS: 100,000 cr.

Mantronix is r Probe Software 48k/128k, price



Bennenber Mike Oldfelled 'Tubular Bells I, he maskey's successful instrumental IP which helped found Richard and helped found for the representation of Oldfeld's music complete with pretty graphics for the vision of Oldfeld's music complete with pertty graphics of the Richard Richard South and helped found for the Richard Rich

100,000 credits and it would be a good apportunity to use the Mantronix that you had bough in the Do-Monic Sector. Equipped with a sophisticate pulse lazer and a Mk.1 autoscan camera, the Mantron can be controlled from your

own combat craft.

You must find and terminate the four criminals before their humanaids kill your Mantronix must lasse find eight power cubes which are necessary to reverse the direction of the conveyor belts and essential as thet for

Pulsators are a vital life source to the criminals and may only be destroyed if you passes the correct equipment. Zybor holds many riches such as diamonds, money, mochinery, firearms and spare parts for your Mantronix is released by





Mikro-Gen take a mighty couple of neat new releases heading your way very soon. The first is a must for Amstrad owners. It's called Equinox Sorcery/Starquake/Strangeloop and it looks truly

ed by Raffaele Cecco and Chris Hinsley Equinox is set on a large asteroid awaiting human mining staff to dia holes in it. It has been polluted by radio-active storage canis

which must be rendered

harmless before the human staff

The asteroid has been hollowed out into a huge mining complex sectioned into eight levels. Inter-level travel can only

teleporters. Each level is comprised of 16 rooms, connected by doors, teleporter terminals, conveyer

It's your job as a dedicated-disposal-droid to remove the conisters before they Each level has a single canister disposal chute that leads directly to the lead-lined

The game has extremely colourful graphics and pr

Mikro-Gen is an exciting Spectrum scolling shoot-em called Stainless Steel starring Ricky Steel, the teenage Nightwind in its stuggle to onslaught of android troops ntrolled by the infamous

Doctor Dimension. His twin booster, hyper alloy combat chassis, class A101 car achieving his ultimate goal —

The game boasts the fastest and smoothest two directional replacement inertia scrolling yet seen on the Spectrum. While capability to spin and fire double barrelled antimatter plasma bolts through 16 different directions. To destroy key targets, magnetic uranium thunderbombs have to be used to insure total annihilation



■ Here's what you can do with a Commodore Amiga and the C+VG logo. If you are a would be Salvidore Dali, C+VG writer d part time artist called David Bishop. What we are trying to tell you is this. In the

find a special 68000 supplem which will tell you all about the latest developments in the world of supercomputers like the Mac. Amiga which was launched in the UK at the Commodore Show on May 9-11th



■ CRL's arcade adv based on Richard O'Brien's Rocky Horror Show will soon be available for the Commodore 128. The version

promises to be the most exciting to date, utilises the extra memory available, offering high definition graphics, brand new

sprites, new animation, even version of the music and new game play features. Avai from the middle of May, The Rocky Horror Show will cost



■ Doomdark's Revenge, the sequel to Mike Singleton's award winning Lords of

Midnight. Mike has enh his unique landscaping techniques that were first seen in Lards of Midnight, so that Doomdark's Revenue consists of and 48,000 views.

Doomdark's Revenge is an adventure/war game set in a fantasy medieval world. All moves can be made by pressing

You play the part of Luxor, the Moonprice of Midnight in his Heartstealer and Doomdark, To whole armies and explore the vast land of Midnight.

Shadowfire, produced by **Denton Designs** for Beyond



Now the original icon controlled strategy is available for the

You control the Enigma team, Zark Montor, the team leader. Syylk, Sevrina Maris and Torik commendation at C+VG's recent Golden Jaystick Awards

■ Watch out — here comes Spike! Spike is a nasty little unk-person, one of a team of



genetically engineered beings created simply to fight and itest game from 15-year-old Paul Hargreaves who also brought you the graphically Glass, last year.

It looks very pretty, although the

theme of the game is a bit

Nonetheless, Tantalus looks





Can you program to our standards? If so send a C.V., or a sample of your work to:

Product Development Manager, Davis House, 29 Hatton Garden EC1N 8DA. Tel. 01-831 7403
Telex 896691 H675.



British Micro Awards, coonsored by the equally worthy Sunday Times newspaper,

Willy II 1986 Game of the Year. Where have these people been hiding their heads? This game is cassette box - and you could

software houses and programmers out there who were pretty disgusted with the result before they started sniggering judges should either take a games scene before next year's gwards are decided or stick to

■ Great news for Commodore 64/128 UsersIII Compunet, the developing a new multi-user game following the success of neir previous game M.U.D.

low more abou

Federation II and will be about galactic trading and impressive 6.000 plus locations only 400 in its basic form. One of the authors. Mr Alan Lenton. said, "Just as M.U.D. arose om Dungeons and Dragons, Federation II is a game Traveller, It will be very

concept. Some 700 locations of the new ommodore Show in May, and they will be on a 'walk-through

The bad news is that we can't Watch this space for news on Federation II.

"Wild" Bill Stealey, boss of specialists in computer image problem. He's about as locked onto a sitting target.

And yet "Wild" Bill says he has an image problem in the determined to change all that, Since MicroProse was

a-half years ago it has including Kennedy Approach, F-15 Strike



Eagle, Crusade in Europe, cision in the Desert and Solo Flight.

Meanwhile, new simulations Valley, Maryland, are Silent Servive, a simulation set in the World War Two submarine. and Gunship, a helicopter

BYTONYTAKOUSHI

I was running late and THEY were waiting for me ... I pulled up to a sharp stop in front of the aircraft hangar, my tires Heads turned, some admired my new Saab Turbo car, others show. I donned by flying clot

began to swim and the skin on my face pulled tight. I was the audience below it was just

This month's hot game is Acrojet a flight-sim from Microprose the US simulator the Commodore 64 at a retail If you are a fan of Solo Flight, which is another product

from Microprose, then you will number. Acroiect is a very



olayable flight simulator and yet stay on course and you must has a complexity requiring solid build up a feel for the The player is faced with

umerous play options at game start. Four players can compete with a choice of ten events. The events are Pylon Race, Inverted Ribbon Cut, Under

start from four options. Single

After the events have been chosen you are presented with your name - entered before your events - rank and the chosen event. You can also change the difficulty levels for the weather and your iet. The weather has four options slight wind, breeze, low-wind

(very slow) moderate (slow) fast I choose real time to play and this is FAST. I really felt I was in control but - well there had to and you have got to be accurate on the stick twiddling to stay in

The play screen offers you four guages, the most important being the altimeter, air-speed and articifical horizon. You also get engine power (0 to 100+), The event can be started

either on the ground or in the air little map of the course in the bottom right corner. Each event has a set sequence

mapped out for you by a trail of dots around the map and you must fly - and I mean fly - as close to the trail as possible whilst maintaining the correct height, speed, engine

manoeuvring speed of the jet if you are to make the turns on the

The actual flying speed can to nine to change thrust and a speed brake operates from the space bar. I really found it exhilarating as I zoomed around swoops, dives and can perform

My favourite events were the Ribbon Cut, Spot Landing and the Loop under the Ribbon. good mix of skill, timing and beautifully interactive, you feel

Doing a roll-out as you go through obstacles on the course MACH 3, the arcade jet laser game for the first-time — which JUST happens to be the latest

addition to my home arcade!!) (Show off) ed) The game ends when you finish the course or crash — I did a lot of this in the early games! A chart then appears with your time on the course as of the difficulty factors you too on (weather and jet) with a score based on them all.

entered in the Hall of Fame alonside the event. If you were event then a league table is shown of each event completed so far with the appropriate

Bearing in mind that I don't simulations or adventures, this me coming back to master the intricacies and touches the programmers had hidden in the

If you fancy a quality change from alien zapping then go fo be disappointed!



Kwah!" Kevin Oliver becomes superhero Redhawk and embarks on the fight against evil in Melbourne House's new "comic strip"

computer adventure. The game is presented as a continuous comic strip which



capable of blowing up half the investigate the game's characters, interact with t

Redhawk will be released on the Spectrum 48K/128K, Commodore 64/128 and



■ Here's a glimpse of CRL's Cyborg — featuring the first black computer game hero. It's set inside a mysterious complex somewhere in space and the mysterious goal. The programmers are being all mysterious about it! The picture shows a corridor in the complex

Now here's a funny thing. It recent edition of Guardian newspaper. Read on and

"An adviser was called to a He arrived to find a C15 tape cassette tape wedged firmly in

his school had "broken their Basic." They had got a syntax error message. Best of all was the school

where staff took exception to th rearranged the keys to read ABCD etc. To their consternati the character on the key which had been hit did not then orrespond to what appea

The adviser was greeted, on his arrival, by an eight-year-old oy saying: "Thank goodness hem they had to change the witches underneath as well but hey wouldn't take any notice of

Have any of you had funny ave, let us know. The weirdest gets a Big Red t-shirt!

Watch out for Ram Jam's latest adventure soon to be released on the Ariolasoft abel for the Spectrum. Called The Terrors of Trantoss the

dread has fallen upon a small illage. Although the terrified illagers lock themselves ecurely into their houses every ight, come daybreak, they



have at last succeeded in llecting together the pieces of arave man to journey into the Unsurprisingly, no one was

illing to go; until one morning the rest of their family taken

Your task is to guide them along their route, tell them who to do and where to go.

 Good news for Amstrad oney-makers! Leisure Genius of computerised Monopoly losing the tiny metal boot from the set again! The game costs £9.95 on tape, and £14.95 on disc: not particularly cheap, but you can recoup your losses in

Leisurely types are Cluedo. Scrabble and Monopoly for the

Prepare youself for a flood of pame of the film titles! Here are the combined might of Activision and Electric Dreams, Alien II.

Ghostbusters II, Big Trouble in Little Shir Howard the Duck Lucasfilm stable and promises be a massive hit at Christmas!

Alien II is, as you'd suspect, the

Sigourney Weaver stars Bia Trouble in Little



John Carpenter o Halloween and The Thing Frisco is noted for it's big Chinese pulation and the movie and t game have an Oriental theme. It who has this unnerving habit of rning into a big floating eye an

Howard the Duck is based on the Marvel comic character ward has been warped fro ade - Earth, And the story ollows his efforts to come to grips with the human race. The movie is being directed by - you essed it - Stephen Spielberg with music by Thomas Dolby.

· Gilsoft have just released The Quill on the BBC and Electron. By clever use of mer and filing techniques, you can reate your own adventure Despite the delay in releasing the products, there are very few obvious enhancements to the asic programs.

■ You've played the gr now read the comic. U.S. Gold's test Psi-5 Trading Company has be turned into a omic strip which will appear in Eagle and Tiger comics. Psi-5 tures in a strip called The Computer Warrior which has as its hero an ace gamester best friend Martin French has

been trapped inside his computer's "real life" facility. Is this a feature of the Spectrum 128 undertaken a perilous quest to become a computer warrior and part of this involves playing a real

life part in the world of Psi-5 The blurb which introduces the test. Anyone out there know about the other seven? We'd be interested to hear from Eagle and Tiger readers about these strips

■ In the last month's C+VG we reviewed Ariolasoft's Starship Andromeda game for the Commodore 64/128. From previews we had seen, the garr when it came down to playing it our reviewer didn't get very far. And no wonder, Ariolasoft had not supplied a few vital bits of information on the game. Armed with this help, the game becomes very playable and good fun but, unfortunately, it was too late to update our

instructions will be available to the public. Starship Andromeda

All of you who are lucky enough to be able to look at cable television should ch out a new series of Tech Talk on The Children's Channel The six minute programmes

computer-related topics

The new series is being who played Adrian Mole in the hit television series. And a guest on two of the programmes will be Paul Boughton, Deputy

In the first programme of the series Paul will be demonstrating Uridium, one of be released for ages, and

In a later programme he will be demonstrating Knight Tyme, Mastertronic's new Magic Knight game for the 128K

■ Uridium, Hewson's imber one Con so far this year in just one week after its release. This info comes from Gallup, the people who put the C+VG Top 30 Chart together. And guess which magazine had Uridium on the course. The number one magazine picks the number one



THEGRAPHIC

The amazing, combined text and graphics adventure generator e the maximum of creativity. Stunning graphics can be created quickly and easily with the powerful picture generator that has many features including:- dot, circle, elastic line, ellipse, fast fill, shading, step by step review, easy editing and the ability to merge pictures.

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GAME OF THE MONTH

This is C+VG's highest honour. our honest opinion, is the most playable, original and exciting listed below - but also that extra the game stand head and



C+VG HIT! This symbol is C+VG's way of

telling you a game is the BUSINESS! GRAPHICS

mark puts you in the picture and sprite and beautiful.

Is the sound loud and proud - or does it sound like you've got your

VALUE

PLAYABILIT

Will you be dragged screaming from the joystick after 24 hours continuous play - or will the

your problem is simple - just add a zero and a % sign to our marks. Easy, isn't it!





Machine: Spectrum/

Machine: Spectrum
 Amstrad
 Supplier: Vortex
 Price: £7.95 (Spectrum)
 £8.95 (Amstrad £13.95 disc)
 We're back on the road again thanks to the Vortex crew.

to their totally addictive
Highway Encounter. The
dustbin-like Vortons are back—
as are the dreaded Aliens—on a

the original.
The aliens were defeated at the end of Highway Encounter—that's if you were good enough to actually finish the original game! Now the Vortons are out to exact their revenge on

But this time you only get one Vorton instead of four! His mission is to strike at the

Highway. The Vorton is pushing along a device deadly to the Aliens



C+VG JUN Software







the game you get a neat guide to all the aliens and obstacles the control option screen. Sometimes you really need to

techniques have to go out of the window, I'm afraid! Another winner from Vortex.

Graphics Sound Value



■ Machine: CBM 64/128







Graphics



POMPHUDORE DO RE

NEW LOOK

The June issue of Commodore User has had a summer facelift. Goodbye to dullsville and hello to a sharper, brighter mag with more colour and — well simply more style.



SCORE HAGIC



G-Force tackles Paper Boy, 'V', Starquake

We've got a players guide to Paper Boy next issue, plus Cauldron II, Jef, Sublogic's great flight sim and of course a final review of Green Beret. We've also got the longawaited Vand Starquake.

Programming

Get more from your Commodore by typing in one of our free programs. Plus, learn how to make your 64 do two things at the same time with the first of our two-parter on a smart technique called "interrupts".

Let's Get Serious

Make your 64 earn its keep — we check out the latest, budget priced database, home finance package, spreadsheet, and wordprocessor. Viza Star users — don't miss our exclusive "Get More From" feature in June.

C 16 Gamers

Ever heard of Jet Set Willy or Manic Miner? No? Where've you been for the last two years? These two 64 el classicos are now set for stardom on the 16. Will they get the G-Force vote?

All this and our unbeatable regular features: Tommy's Tips, US Hotline, Hotshots, and Into the Valley.

At £1, we're still the best around. Get down to your newsagent on the 26th May and for a golden sov it's all yours.



FREE — Play Better II

There's more for the money. Next month we're giving away another great supplement — Play Better II — featuring playing tips on the nottest games around like Zoids. Uridium and Fairlight.

EQUINOX

Spectrum/Amstrad £9.95

MIKRO-GEN Unit 15 The Western Centre Western Road Bracknell Berks.

G+VG Software





Price: 13.32
Prepare yourself for one of the most original and exciting games you're ever likely to experience. Gargoyle's Heavy on the Magick is a real step forward in game play. It's an interactive adventure with big

for more than Stamina, or perhaps you just feel lucky! When Sking or feetboring a When Sking or feetboring a When Sking or feetboring a version later — this as to evalue that the right game is evalue that the right game is evalued in the commands on the commands with the model window. Here you see a feetboring with the model window. Here you see a feetboring with the model and the commands you input. A see that the command or joint game as a reflection of your quree the seek of the commands and Sall loggether affects for outcome of conflicts your Lock will difference all your Combat will stokes your.



SOUTH-WEST PICE UP EGG TOU TAKE THE BOG

BOUNCES

• Machine: Amstrad/CBM64

Supplier: The Edge ● Price: £8.95

G+VG Software



Sound

Amstrad/CBM 64

Graphics Sound

● Value Playability

Machine: CBM 64

 Supplier: Ariolasoft Price: £14.95 disk/£12.95

twin cassette
Down in the bunker things are
not looking good. I've been
hacking away at this golf ball

don't even like watching it on

simulation program? The answer is simple — I like it. Britain's top championship courses — The Belfry.

 Machines: Spectrum 48K ± 128/C64/Ametrad

 Supplier: Imagine Price: £7.95 (Spectrum) £8.95 (C64/Amstrad)

Will you please bid a warm welcome to son of Commando. Green Beret! This was Konamin arcade answer to Capcom's all conquering Commandocoinslot asme—and it's de all controls to the controls of the control of the controls of the controls of the control of the co slot game — and it's destined to

slot game — and it's destined to get all you warlike gamesters foaming at the mouth! Green Beret is a mixture of Commando and Rambo. Instead of horizontally screlling play area, this one scrolls left to right. Like Commando you have to fight off the enemy — and the are masses of them — while

attempting to release your captured buddies. Like Rambo you can collect by killing off the enemy commanders. And you'll need them — all you get to start with is a simple knife. These weapon

use them wisely. For example

himself on the ground to avoid the enemy. Platforms and You have to advance Green

The right hand side of the of the hole in play showing the tee, fairway and green

The top left hand part of the screen gives a 3D view of the hole. Below this is, a window giving information of clubs

Ariolasoft launched the game stalwarts, after what appeared The odd thing about Golf

the missile base, the harbour

At the end of each stage the namy throws everything the

have at you — with stuff like helicopters coming in from the air to cause you even more problems. That's why it's a good idea to hang onto the extra firepower until the end

was programmed in Hungary seen or played golfl

pme-grown game Think?, Golf construction Set is better than ost of their Ame

Graphics Sound Value Playability



od - especially on the Spectrum. The Spectrum Green cartoon styles but are extrem ell animated. The C64 version stures full colour "filled-in"

characters, as you'd expect, and petter sound. Although the Spectrum sound effects aren't reen Beret continues the

3

but their bullets move so slowly

A few gripes. You have to use the keyboard to fire the extra weapon when you've got it-

The graphic backgrounds are

Rambo - and if you like this style of game you'll enjoy GB It's fast furious and terribly addictive. Shoot'em up fans

Spectrum/C64 ● Graphics Sound 7/8 ● Value 9/9 Playability

● CONTINUES ON PAGE 21 ▶



G+VG Software REVIEWS





This is it. The game we've been This is it. The game we've waiting for. Cyberun was top. Wrong. Cyberun should be remaned Alsoran.

I firstglingsed Eyberu programmer— who shall remain name ess— who is destined to have a number one hit with his latest game. His big fear would be that Cyberun

valuable element in the universe

16

3

valuable and everyone wants it. 'magnetronic" pull must be

rercome. The construction Crystal ship, 號 an enormous cargo carrier, has been undertaken to get the

precious substance. But other galaxies will be out to stop you. At least I think that's what it's about. The storylines have in the 3 past always been an interesting read on Ultimate games. This one is a little confusing. One part reads "civilisations have

uterplanets from the main uster (3. What does prying outerplanets from the man cluster? ... What does 'prying mean? To pry means to peat ar peap into something which is private. It doesn't make much sense at all.

ecause of the size of the Crystal

Graphics

Sound Value Playability



■ Machine: CRM 64 Supplier: Bubblebus Price: £8.95

Stephen Crow, winner of the C+VG Golden Joystick Award for best programmer of the year, classic Starquake for the 64, and it's definitely been worth aiting for. You are BLOB! On yes, wante

better believe it. It means Bio-Logically Operated Being You must stop an unstable planet from exploding and taking another thousand planets

Not an easy task, as a few million nasty creatures don' seem to see it your way The game action is set over 500 screens, and I'm cure the

aliens get meaner on each one As for the graphics, well the are fantastic. It is very comical watching BLOB prancure about There are some really ace tunes

the 64 for hours. A must for Commodore owners. If you wonder why your Spectrum owning friends have

they've bought Starquake Graphics C+VG 10 Sound

● Value

Playability

COMPUTER

Machine: BBC B Supplier: Beau Jolly Price: £9.95

A wonderful ten original games The games on the cassette

My favourite game on this tape has to be Starstriker, which

classic Moon Cresta It contains all the features of

R

Graphics Sound ● Value Playability

ATTACK OF THE KILLER TOTAL

HIT! # 10

Last month we warned of the imminent arrival of Attack of the Last ment arrival of Attack of Killer Tomatoes, a game apparently based on a film which was once voted the "Worst Vegetable Movie of Al

eniably silly things, salad ls, sauce bottles and paging tomatoes. All good

planning to release more games based on silly films. They include Curse of the Mushroom People, which will be released in two parts, and The Wild Women of Women



► CONTINUED FROM PAGE 17

医能力的效果排除性性的原则

CONTINUES ON PAGE 22

G+VG Software REVIEWS



Machine: Spectrum 48/128K CBM64/128) Supplier: Gremlin Graphics Price: £9.95

The two tapes that come with others run. After the uninteresting fitte page has removed itself, you're presented with a list of potions regarding how you want to

programs. You can either try to For some reason, neither the time I tried. On the second

As soon as stage 1 -Unarmed Combat - begins



graphics. Although not as fast they are much more realistic than Fist. The background has birds and very short orientals

After a couple of seconds



the first stage). The response is a little slow at times, and it is possible to get caught in a constant barrage of your opponent's blows.

The next stage is Pola Fighting, in which you find yourself standing on a log with

surprise, surprise - a pole.

Samurai Sword Fighting is

could deliver a batch of "head splitters" to my opponent with apparently no effect. He,

becoming more competent with the pole and the sword. At £9.95 the game is hardly cheap of some other products costing

Graphics Sound Value Playability





Machine: Amstrad Supplier: Durell Price: £8.95

warehouse (the building, that is), and steal a disk. The disk

Loading the game was no lean feat in itself. The naff title ge took an absolute aeon to

"plunks" away in the ing, and pretty good it is too.

Sound Value

your way up the rickety The sound couldn't be

to be under it - obviously. Unfortunately, you have to be DIRECTLY under it. This isn't

> The items you need are all hidden away behind crates or barrels. As you pass one, you'll

Despite some quirks with

6

Graphics Playability





CONTINUED FROM PAGE 21

HE PUMPKIN STRIKES BACK

G+VG Sobtware



- Machine: BBC
- Price: £8.95 (tape

Machine: BBC

Supplier: Imagine Software Price: £8.95 (tape

DOL ONG

POLE

Machine: Spectrum 48K

Supplier: Mirrorsoft Price: £6.95

Yet another martial arts game and probably one of the best for the Spectrum yet.

This one centres on the ancient art of Sai karate. It is not not the use of a special sai.

whizz across the screen dragon's head on the









► CONTINUED FROM PAGE 22



Playability

• Graphics • Sound ● Value

Machine: Specrum 48K Supplier: Bug Byte Price: £2.99



STARSTRIKEII

 Supplier: Realtime Price: £7.95





thought out game — but it needs to be faster.

Sound Value

CONTINUES ON PAGE 27



G+VG , Sofiture REVIEWS

Machine: CMB 64

Supplier: Electric Dreams

Price: £9.95

subject of this novel new

At 2.20 am on April 15th taking with her 1,500 passengers and crew. The

development department has produced the T.S.1 an

To finance this epic voyage

expedition.
There are a number of ways sponsorship; pleasing the

Your well equipped

On a previous unsuccessful

flotation bags to the hull of the

bags were not recorded. The object of your search is

There are four main scree

featured in the game. There's contains a calendar - of course — and icons which allow you to access other areas

displays the month and date to the game by the way. You

your finances. You must you in the manner you judge the most likely to satisfy the

Press conferences may be called by you or by the press in send a message down to T.S.1.

Once a conference has been

cide who will hear your reply

You can please the press by pictures please certain papers your sponsors. Which brings us

by selecting the appropriate icon from the Calendar Screen.

messages are accessible. Messages may be received

order to request more money

Whether or not the sponsor recommended that you make

Selecting the "dive" icon from the Calendar Screen puts you in T.S.1 ready for the descent. You will see a play of







Once you are inside the CONTINUED ▶



C+VG Software REVIEWS 10

(•R.M.S. TITANIC•)

notice that some walls have doors in the filled which locked doors are in outline only. In order to move though an open door, position oor and press the live button. If you try to move through a locked door, or it you must the open door, T.S.1 will hit the wall causing damage and loss

of power. The sub has centring device and you always finish up in the m In certain rooms you will be

Locked doors may only be

Problems may be solved by manipulating the objects to be found in the Titanic. The objects required to solve a

problem and the room in which

It may be sufficient to drop two objects near to each other combine to produce more Gritact in the correct room other objects merely need to be

but their to produce results. It is unito you to discover the way to open the dog corns twis to open the do and progress, through the Trans to vious goal. However, strange some of the objects as an open of the objects as an open of the objects as an open of the objects the strange of the second of the objects the strange of the second of the objects the objects the objects of the objec

The graphics depicting yo



view of the ship use a novel illuminate the room with your

sub's baht which gives a sort of "snowsform" appearance to the rooms. As your power runs down it gets harder to see and, unless you move quickly, you gould end up trapped and

You get also drop so are buoys spund the wreck which will you wask out your position to an emergency Occasionally you will need

Occasionally you will need the near on your laboratories on board the mother ship to solve problems. The labs can examine, combine or epair objects sent to them.

The sub's robot arm is your

means of manipulation of lects
It is very sensitive and rather
delicate, so be careful with it

If you wish to grasp you must position the open When you do this the name of too heavy for the robot arm

spend some time on it. An expert with all the clues at his

Titanic is a very playable

Graphics Sound Value

C.O.R.E.

Playability • Grap

++++++ OH! THAT SEARTS++++++



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and save long and hugely impressive arimated act

requerces using your own creative takens.

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G+VG. Software R

Machine: CBM 64 Supplier: Activision Price: £24.99

I'm so cut up I can hardly write.

The game can be started at older. You can't be a child or you all do). The Alter Ego under review

Female oriented one is also

e. Peter J Favaro, the man who conceived and created it.

And when my alter ego Regrets, I had a few — but I

Graphics

N/A

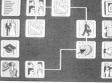
N/A

q

10

Sound Value

to be released. The game is Playability







painful divorce - yes, it was

happened". In real life you'll

It allows you to work through adolescence, young adulthood.

In the Alter Ego life stages

Childhood — moves towards

Adolescence - peer group acceptance, dating, career decisions, money, rebelling

Young adulthood — career

Adulthood - long term

Middle adulthood - family Old age - physical Before starting the game you

profile" by answering a series of True of False questions. If

game is in progress and it forms the basis of how the

controlling aggression, learning to crawl, walk and

friends, opposite sex

never know, but Alter Ego

there are no Peter Pans. my fault - and my life is in ruins. Still, perhaps I can make a go of my next marriage. After all, I'm only 90 and the golden

The symbols are: Social: rather life as you might like to knowledge and commonsense At some stage everybod wonders "What if I had done that?" or "If only that had

Emotional: Covers calmness,

hysical health. Avoid drink

sters. Vocational: The joys and High School: Experiences about the so called "best days

Risks: Are you sensible or stupid? Take a risk and reap the Relationships: Make or break

dates, find romance and ecessities. Find the right job,

Major Purchase: Flash yo Marriage: Settle down to a

Family: How will you cope which you can continually

As the game progresses you

appear. But what if ...? Want to try? The result is you are

is never found. Life can be nasty and Alter Ego reflects it

computer monitors and reacts to your moods, actions and ► CONTINUED FROM PAGE 28

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THE COIVIET GAIME

Machine: Spectrum Supplier: Firebird

Price: £7.95

Machine:

Price: £7.95

Supplier: Mikro-Gen

If you've got an Amstrad and you haven't got a copy of Equipox from Mikro-Gen, you

Simple as that. Equipments the best thing this side of Sorcer It's the first major project if new programmer Raffaele Cecco. And it looks as if he's

In the interminable depths o

were due for disposal now lie exposed in Sury-Ani 7's mining complex. The human nhabitants have now departed

loats majestically in a 400

unhealthy obsession with Add Halley's and what do you get? Yes, it's The Comet Game, Firehird's

The bad news is that toxic comet, and with huge lumps of

Your mission is to get to the

intercept the cor

numbered level passes In order to obtain cani

survive the harmful aliens

surface and blast the deadly germ bags into oblivion.
The pilot of the space craft sent out to

> anim If you make a rendezvous

the germ bags. Included in the flight to the game. The pilot's well-being coffee.

This part of the game involved

To enable you to find the Radio-Active Canisters and use the tools and objects that have been scattered around

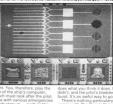
Graphics nuna . Value Playability

steroid Sury-Ani 7, rich in

CONTINUED FROM PAGE:

ONTINUES ON PAGE





to get really excited about

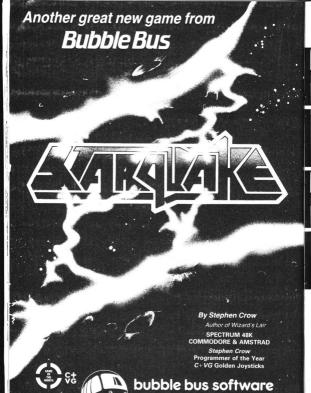
Graphics

Sound Value

Playability







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PSI 5 TRADING





Price: £9.95/£14.95 disk











G+VG . Sobtware R F.

Machine: BBC Supplier: Blue Ribbon ● Price: £2.50 Astro Plumber is one of four new games from Blue Ribbon which. together with a drawing together on a disk costing £9.95. In Astro Plumber you must fly

around a cavern sealing leaks in the air pipes with your plasma laser gun. You mustn't run out of air or fuel in the process, and You aren't told which keys ontrol the game and you're

likely to lose several lives while you work out that in addition to right, left, up and down you can also jump pressing Return, and that leaks are sealed using Shift. you run very quickly out of air.

average and it's the sort of arcade action you've seen many times before. Frankly, even for £2.50. it's dull.

Graphics Sound

Machine: BBC Supplier: Blue Ribbon ● Price: £2.50

You are innocently cruising through space, doing no harm to

towards you. In another second, firebalis and your ship. In this relaxed space adventure, you choose your own level of play, from dead fast and furious at 9. You can

although you will probably feel most comfortable with the default keys: ,/, Z, X and Return. In the slower modes, you virtually have to go out and find the hostile spaceships by looking for them on the scanner then steering towards them. Once in sight, you must manoeuvre until they are

centred in your gunsights, then you hit Return to fire and destroy Graphics 8 Sound

Machine: BBC Supplier: Blue Ribbon ● Price: £2.50 Joey is a kangaron at considerable risk from

things (which look like more of hopping about the screen destroying boomerangs. The

game can be played at slow. medium or fast speed, and you can choose to start at any of the nine screens. According to Blue Ribbon

The graphics are only verage, except for Joey, an endearing little chap who hops and scurries about the screen in a very kangaroo-like way and eyes and despondent flattened

Graphics Sound Value Playability

RRCRRCRRCRRCRR O COMPUTER HITS VO

Value

Playability

Machine: Amstrad Supplier: Beau Jolly

Value

Playability

Price: £9.95

Realtime, Tasket and Hewson names on this, the second, Computer Hits tape. The

Amstrad machine have been starved of good games lately. but this stops that. The games on this double cassette pack are: 3D Starstrike

(Hewson), Android II (Vortex)

Mutant Monty (A Codename MAT (Micromega), Moon Buggy (Anirog), World (Micropower), and last but not least Fantasia Diamond A real bargain even if you

8

don't like some of them. But ten games for £9.95 isn't bad, is it? Graphics Sound Value Playability

n/a

n/a

10

10

O TECHNICIAN TE The Photocopier asks Completed 0 Tine 89:41

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► CONTINUED FROM PAGE 33

CONTINUES ON PAGE 40 >

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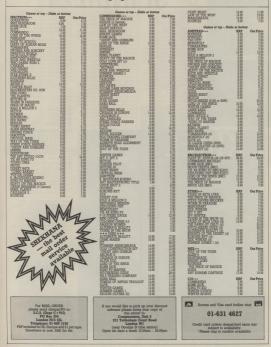
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SPINDIZZY

G+VG JUN Software REVIEWS 15





Machine: CMB64 Supplier: Activision ● Price: £9 95/£14 95

(tape/disc) Spectrum. An off-shoot of the

Your aim in life is to collect

A useful feature, which could

blocks inside - it's extremely helpful to be able to check the will re-appear on the last block In a frantic attempt to get out

of trouble, you may be tempted to use the incredible acceleration offered by the fire

The maze - which can be viewed from the "map" option

Graphics Sound Value Playability



Machine: Spectrum/C64 ● Supplier: Quicksilva Price: £8.95

Design.
This is Binary Design's first that I have seen and it's all about Jeremy the 'Glowing'

called the "Shocker," hasn't had a great story for weeks, so when the Ed hears about a

gone, so it makes it a bit

The graphics in this game Overall this game is not what

I expected - it looks like 1982 rather than 1986

Graphics Sound

Value Playability



► CONTINUED FROM PAGE

CONTINUES ON PAGE 43 ▶



PUBLISHING



whole Bubble: The Pumpkin is back and looking to for trouble! Yes, the long availed follow up to Palace Software's Cauldron is out now on the 64 with other versions following along soon, You can read the review elsewhere in this issue—and we've got a peckal pull out poster map of the game next issue—but right here and now we're offering you the chance to win a VEW special Cauldron II puice.

This is an amazing thing. It comes in the shape of a golden Pumpkin mounted on a nicely polished wooden base with a plaque, which could soon be engraved with YOUR name if you're our overall winner. The overall winner will also get a Windsor and Newton acrylic paint kit complete with brushes.

There will be other winners in three different age groups. Under-10, 10-15 and 1 is and Over. These lucky people will also get a Windsor and Newton outil. 20 runners-up will get the special Palace Software package—containing Gauldron and Cauldron II.

What do you have to do to win one of these amazing prizes? Simple. Just draw or paint us a scene inspired by the Cauldron games. There's only one rule — you've got to get a Pumpkin into your drawing! The entries will be judged by Steve Brown, the man who created the model for our front cover, designed the graphics for the Cauldron games AND who uses the very same Windsor and Newton paints the winners will be

Closing date for the contest is June 16th, normal G+VG rules apply and the editor's decision is final. DON'T forget to fix the entry coupon to your entry, tell us your age, and what computer your own. Now get on with if!

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G+VG Sofiturare REVIEWS 16

EGGS OF DEATH

- Machine: Enterprise Supplier: Entiesoft
 Price: £8.95
- game.
 The first stage is getting down to the planet Natch and the aliens don't intend to make it easy for you. If you shoot the first one you're safe to proceed, but let it slip by and you face two of them. As each alien has a different attack plan it makes for

- ly stripe fantasy.

- Machine: CBM 64/128 Supplier: Mastertronic
- Price: £1.99
- Asteroids is about as threadbare
- Hubbard is great. For £1.99 it's But first the plot. An asteroid is
- asteroid and the bloodthirsty

- them at all costs. Energy and oxygen supplies
- Good fun, fair graphics and
- Graphics Sound Playability

Value

STEVEDAVIS SNOOKER

- nputer game, and at the very st it teaches you the rules.

- Then, if you're playing agains Steve', you sit back and admire his well-judged and well-executed shot. The normal rules of snooker apply, and there's seven an opponent play signs if he or she commits a foul stroke. The game keeps a running tally of both players' scores, plus the current break.

IWO JIMA

ġ

10

- Machine: CBM 64 Supplier: PSS Price: £7.99

- better taste if John Bethall and
- subject. Still, everybody makes In 1945 US Marines fought a
- Japanese troops defending the

- The screen display is a map of
- To be honest I found reading oth sides were shocking. About game more interesting than
 - Graphics Sound Value
 - Playability

ROBOTO Machine: Spectrum

- Suppplier: Bug-Byte Price: £2.95
- It was only when I checked the

- Graphics Sound Value

4

Playability



Hot off the presses is the latest C + VG Gallup | Software Top 30. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest C + VG charts will tell you which top name games are selling the quickest - making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.



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4	NE	Bomb Jack	SP SP	Flite	- 1
5	2	Ping Pong	SP. CO. AM. MS	Imagine	- 1
6	RE	Last V8	CO. AM	Mostertronic	11
7	4	Uridium	CO	Hewson Consultants	
8	5	Commando	SP. CO. 88. C16	Flite	18
9	12	FA Cup Football	SP, CO, AM	Virgin	18
10	11	One Man and His Droid	SP, CO, AM, C16, AT	Virgin Mastertronic	12
11	3	Yie Ar Kung Fu	SP, CO, AM, C16, AT	Mastertronic Imagine	
12	21	Action Biker	SP, CO, C16 AT	Mostertronic	18
13	13	Rambo	SP. CO. AM		32
14	7	Comp. Hits 10 Vol 2	SP, CO, AM BB. EL	Ocean	18
15	6	Formula One Simulator	SP, CO, AM BB, EL SP, CO, AM, MS, C16	Beau Jolly	3
16	35	Computer Hits (10)	SP, CO, AM, MS, C16 SP, CO, AM, BB, EL	Mastertronic	30
17	9	Turbo Esprit	SP, CO, AM, 88, EL	Beau Jolly	21
18	16	Hardball	50	Durell	3
19	23	BMX Rocers		US Gold	5
20	15	Winter Olympics	SP, CO, AM, C16 88. EL. C16	Mastertronic	32
21	24	Incredible Shrinking Fireman	88, EL, C16	Tynesoft	5
22	RE.	Fairlight		Mastertronic	4
23	20	Winter Games	SP, CO, AM	The Edge	- 11
24	32	Barry McGuigan World Champions	SP, CO, AM	Epyx/US Gold	21
25	30	Football Manager	SP, CO, AM	Activision	20
	30	Football Manager	SP, CO, AM, BB, EL, C16, AT, V20, DR	Addictive Games	5
26	NE	Spindizzy	AM .	Electric Dreams	
27	NE	Zapp Sizzlers	CO	Gremlin Graphics	-
28	25	Movie	9	Imagine	-
29	19	Sky Fox	SP. CO. AM	Ariolasoft	8 15
30	22	Finders Keepers	SP, CO, AM, MS, C16	Mostertronic	22

AMSTRAD/TOP 10

- Last V8 Way of the Tiger/Gre
- 4 Rambo/Oce Comp Hits 10 Vol 2/Beau Joll
- Fairlight/The Edge They Sold a Million/Hit Square 8 Formula One/M
- 9 Yie Ar Kung Fu Soul of a Robot

CBM 64/TOP 8

Uridium/Hewson

- Hardball/US Gold Ping Pong/Imagine Zapp Sizzlers/Gremlin Graphic 6 FA Cup Football/Virgin 7 8 9 Kane/Masterfron Phantom of the Asteroids/Mitronia
- Fairlight/The Edge Yie Ar Kung Fu/lm The American Control

- CD = COMMODORE 64
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- One Man and His Droid/Mostert Action Biker/Mastertranic
- Fighter Pilot/Digital Football Manager/Addictive Go Steve Davis' Snooker/C 8 Spy Vs Spy 2/Databyte Yie Ar Kung Fu/Imagine

Soul of a Rob

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you'ger, Dig Dug: Here you must hunnel through, the garth, capturing tusty treasures for the garth, capturing tusty treasures, the garth out for your encounter the garth out for your encounter the garth out for your encounter points. But weith out for your encounter that Pools a big, round monster, and fry are a few points and a few

Pac-Man: Guide Pac-Man around the mare senting up the dots for points and a coloning the goldins. Touch one and yet and guide the goldins and the goldins are goldins. Touch one and yet and guide the goldins are goldins and the guide the goldins are goldins. The goldins are goldins are goldins are goldins are goldins. eating energy dots.

COMPETITION

Right, how can you win a copy of Arcade classics? Just read on. Classifer Just rend on.
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*ARCA

● IKARI WARRIORS

Alone figure runs stealthilly through the jungle taking out the enemy as he comes occas shem. He has no finends and for their motter he hour I much in the way of clathes. Dressed only in a pair of clathes. Dressed only in a pair of rouged trousers with a piece of cloth fround his head, this man could be anyone—Rombo's hein could be anyone—Rombo's hein

It would seem that SNK is the irst to capitalise on the success of he movie, and its tathly dressed terro, with Kari Warriors—an odd name, but as I saw an early tersion it's possible that the foolish name have the

yet.
You play a Rambo lookalike,
and true to the film there isn't
much of a plot. Just storm through
the jungle knocking off the enemy

The start's impressive. An eeroplane drones cores the sereno only to crosshand with a bellyflop. You crowl out, the only survivor, and immediately grab your gun and start bloshing. Yarious objects and weaponry lying ready to hand on the jungle floor help in your quest. If you see a tank and it has 18Y flashing on

power and can knock out whole

yourself.

The tank stage lasts for only a limited period and in that time you must make sure that it has plenty of their. Gas can be picked up en route by running over jerry cans, the same goes for hand grenades and ammunition. Should you run out of the!, abandon the tank, as it will blow and take must be said to the tank.

Although the tanks are a great help, the main danger comes from enemy bullets and this is where your evolvine skills come to the fore. The eight way directional controls ensure that you can run backwards as well as dodge from side to side. This is essential when you get need a second

The gateways nearly always li at the end of a narrow corridor which has to be negatioted safel before you can pass to the next section. That means despatching the enemy — of course it's much easier if you have a tank.



Rari Warriors has borrowed couple of teatures from Atari 's Couple of Neatures from Atari 's Couplet A second player can join in at any time and the two Rambos can then fight and help each other through the game. Partner of a calentally kill yatu, bim. When two are playing, if is the first player to the floating to who gains the advantage. The tank then takes no than player's

colours, red or blue.
Like Gauntlet, the game doesn't depend solely on having two players, so a stranger could join you at the machine for a

winner, men today winning.

However, if you are very bad, you might hold up your partner as the computer judges the skill of the players and alters the game occordinaly.

The scenery is realistic—if it is supposed to represent the far East as I suspect—and you will find yourself swimming rivers, fighting on and trying to cross-rickety bamboo bridges, and crossing swamp. Extra points are scored for picking up the fuel and ammunition which lie in your

Ikari Warriars is an exciling game and very similar to Commando and Green Beret in theme. However, it has one feature which really grates — the enemy tanks have a swatrika painted on the top. It's very crude WORLD CUP

of lan Rush or do not get onto the ootball pitch as other as you'd kee, you could get some training not your local arcade. Foatball, that internationally sopular game, is about to reach to climax with the World Cup in Mexico City this summer. And in refer not to miss an opportunity while football fever is at a pitch.

while tootball tever is at a puthekan is launching World Ci.
— a simulation which is both ealistic and excling. The gar is for one or two players, but hy ny advice: challenge someor a game — it's more fun than laying against an infernally lever and unemotional

And so the crowd roors, the teams run onto the pitch and the two players take their places opposite each other. The whish sounds and they're off, spinning the controlling track ball for all they're worth, watching as their respective teams dodge, drib, bit and weave round the pitch and weave round the pitch cunning and strategy to get the ball past the goale and into the

back of the net.

Corners, throw-ins, and fouls.

The ref keeps an eye an the gan
and will call any player to book
these rules are broken. World
Cup is as realistic as possible
considering the boundaries off the
machine. The game scrolls in all
directions as you race across the
pitch, and just in case you need
help recognising the sector
you're playing in, your position:

pinkf to one side of the screen. The player controlling the bot is marked by two arrows as it flaplayer necessful to the boll on the opposing learn. It's up to you to lake control of the boll. It's a great feeling if you pull off a really successful tackle as the unfortunate marker may well fit himself face down in the much unfortunate marker may well further than the control of the goal keeper who will fling himself from one goal area, your apponent can take control of the goal keeper who will fling himself from one goal one on the first of the goal keeper who will fling himself from one goal to another to stop the ball.



ACTION







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GOT A WHOPPER ..?

Get your trigger fingers into training and loosen some of those creaking muscles. Yes, there's good news for all you intergalactic record breakers. We've put together the world high scores on all your favourite games as compiled by Twin Galaxies International

Scoreboard in the States.
So get cracking as we want to hear from anyone who can beat these scores. Write into High Scores, Arcade Action, Computer and Video Games, 30-32 Farringdon Lane, London ECIR 3AU. Please include some hints 'n' tips if you can.

WORLD HIGH SCORES

Armor Attack Asteroids Astro Blaster Berzerk Bosconian Buck Rogers Burnin' Rubber Circus Charlie Cosmic Avenger Looping MACH3 Ms Pac-Man uper Pac-Man

19,225,630 2,009,000 40,101,910 29,100 21,851,000 91,070 2,913,510 1,016,495 2,413,182 300,000 117,290 869,441 869,441 4,129,600 1,259,200 558,722 23,222,220 22,269,540 4,804,440 999,990 389,770 4,722,200 248,000 102,192,000 Mad Planets 1,510,220 4,875,665 1,469,970 465,900 1,477,478 2,288,850 10,000 Marvin's Maze Missile Command Moon Cresta Monster Bash Professor Pac-Man 1.214.600 Qix 5,555,550 820,320 197,360 10,271,090 67,260 87,530 1,439,430 SnapJack Space Dungeon Space Odyssey 33,273,520 92,890 25,326,225 791,000 Star Wars 200,860 Tazz-Mania 425,230 48,960 71,473,400 100,060,500 605,500

100,574,200 1,728,329 888,000 12,883,638

215,230

18,280 120,000 126,900 1,566,960 5,944,700 16,384,547 1,180,000 4,300,000 72,999,975 874,300 1,500,500 60,500 269,920 101,103,300 442,330 22,220,000 2,220,000 41,090,450 80,000,000 850,330 921,800 609,900 3,470 198,000 330,000 69,739,020 152,100 228,400 421,780 2,809,750 1,164,900 999,990 1,666,604 10,156,922 999,250 770,866 10,555,520 2,599,000 7,842,950 309,830 155,000,000 198,470 339,750 1,325,180 11,548,400 2,058,300 2,058,300 1,736,000 3,111,000 325,020 803,900 1,215,000 9,999,990 3,839,950 14,337,220 99,450 388,000 4 200,000 4,200,000 All who enter the world of Nemesis do so at their own risk, though thanks to Tommy Man and Jim McClure they stand a greater chance of survival.

NEMESIS-

Defender, is a game which requires

you'll be met by a fleet end of stage seven, you have to pass through narrow passages and destroy the

Were the abbidens bat nabbenablidens t

2'. These are the weapons

As you enter the world of Nemesis, you are met by a number of challenging These reappear throughout he game, though each stage At this early stage, shoot

firepower by four times, '2' eflects missiles but fades

At the end of each stage

STAGE 1



screen to be confronted by disc shaped objects hurtling at you. Open fire on them. position, otherwise you will one power point - and the

the game. When you have collected the power point, take the option of Speed - you are Now, quickly make your

screen doing the same kind of thing. Your priority now

Reaching the caverns after keep firing at the space craft.

difficult to master, but match to wedge the left ho continued firing the bombs.

able to get three by the time When the background stops make sure your space craft is screen with all three Lasers them. Probably putting your score in the region of 80,000.

Your next and final hallenge in this stage is the at you. After all the bars in the

background fades away. STAGE 2

You find yourself in a space

path in certain directions. There are also some more of in the first section. It is a good

Once you have a passage



- THE PLAYERS GUIDE

of the left hand side of the screen with two Lasers above you and two below. This should act as a shield as long as your finger is pressed continuously on the fire button. Yes, you guessed it, back to the fleet command ship for this section.

STAGE 3

You're back in the familiar space scene. In this section your power pointliming is essential because you have to opt for Double—it means that you lose your Lasers, but it's very convenient to be able to shoot the statuse firing circular discs out of their

Mouths.

At the end of this section, having returned to Laser, position your space craft towards the right hand side of the screen where space craft will appear in fleets,

will appear in fleets, launching missiles at you. They cannot be destroyed, but the space craft that are launching them can. Then there is the fleet command ship which again seems to get harder and faster as the stages progress.

STAGE 4

now we have reached some caverns pretty similar to the first ones. The difference is that there are more difficult disasters to overcome.

The first is an upside down volcano throwing out meteors. To get past this, remember the principle used before (stay back to the left and fire at the cone) but remember all the other objects firing at you from the ground. Passing this you will find that its important to

remain at the left hand side of the screen as this allows you to manoeuvre backwards to allow more time to collect more points and avoid being

bombed by alien ships.

When you get to the final stage of this section, it is necessary to knock out the launch domes in the roof of the cavern and return to the left hand side of the screen in the centre as the claw like ships follow a pattern around the screen from the top left, down and across to the right along to the top left, down and across to the right up

STAGE 5

In this stage you go back in space. Your first priority is to regain your Lasers as these will be needed to destroy pink clouds with tentacles that await you. These can be destroyed by shooting the dark beads in the tentacles and then directing your fire power at the cloud — there are a number of these clouds before reaching the

STAGE 6

In this stage you enter a electrified web that you have to blast in order to get through—at the end of this section there is a cannon shaped object firing hundreds of orange balls, it is important at this stage to remain still in the centre, firing your loser into the opening of the control of the

web.

there is an electrified tence which is only penetrable by going round, making sure that you don't get sandwiched by an alien coming from the opposite direction down the passage. Soon enough the tence will fade away and you

The brain controls of Nemesis and if it's destroyed it will distruct the whole planet. This is achieved by shooting free the chains tying the brain down. Once



STAGE 7

This is the final section. If you lose one of the eight extra men at this stage you might as well give up.

The setting is a green landing bay with gun ships on top and bottom. These are easy enough to destroy, the difficult ones to reach are in the trenches—it is necessary to go back to Double for this finest part.

About halfway through,

complete, there is a distant view of a floating city exploding. Then it's back to the

ow you've got these tips, why them into practice? Zoom along to your nearest arcade and get zapping. We've got a high score for

you to beat, too.
Tommy Man one of
London's most ardent
Nemesis bashers can
complete the game
and start again. His
high score is a mere
450,000. Can you beat
that? Write in to High
Scores, Arcade
Action, if you can.
Happy zapping...
and agood luck.

Tommy's not the only arcade king out there. Why not send us your tips on your favourite game and get named in C+VG.



SPECIAL

Have you ever wondered where the ideas for computer games come from? It would be hard to miss the fact that a great deal of computer software is based on arcade games. C+VG's arcade spy CLARE EDGELEY reports.

ver the lost two years a huge number of successful and popular games have found their way anto some computers, either through icensing deals, ideas and themes hat have been borrowed. The imiliarities between Atari's

House's Gyroscope cannot be missed.
The whole size of wing arcade against a control of the garden and the garde

the tape with Daley Thompson's Decathlor which is played in much the same way, only this tin you have to pump your joystick from side to side.

And, of course, Daley's Decathion led to character licensing. It soon appeared the every man and his dag—well, famous sporting personalities only rate—were lending their names to sporting simulations: every kind, Nick Faldo's Galf, Steve Davis' Snooker, Brian Acks' Superstar Challenge—compilation of sporting events, similar in Meyersansk. The list

endress.

Band Sarving which ariginated from Nintendo's imnovative and from Nintendo's imnovative and challenging Pruch Out!! Elia has established quite a name for itsel with some excellent licensed games — Frank Bruno was probably the first. It follows probably the first. It follows probably the first. It follows more vicious than the last. A knockout must be obtained.

before moving an.
However, it's most similar
feature, other than the scoring
system, is the way the opponents
fight. Like Punch Outify your
player has his back to the screen
racing his opponent. A clever
piece of programming, giving a
good 3D ettect.

good 3D effect.
Two other games were released at the same time as Frank Bruno — Rocco from Gremlin Graphics and Knocko from Alligata. Rocco is very similar to Punch Outfl in almost all aspects. Your player even his

Knackout is awful, and bears no resemblance to any of the games mentioned above. However, it is no coincidence that these three games were released

towever, it is no coincidence that hese three games were released imultaneously soon after Punch Dut!! hit the streets. Pale Pasition seems to be one

ame which has not lived up to ne excellent original. Released y Atari, Pole Position the arcade ame has proved a winner. It is everal years old and yet is still a steady earner — you'll find it, if the updated mark II version, in load arcades. A shame the amputer versions were non-

starters.
The arcade game is a simulation of a Formula One race, and has you seated at the controls of a racing car while charging round the track at top speed. You need a steady hand on the steering wheel and a knowledge of when to use the brakes, or when to change gear.





RIP-OFF

The track, with all its chicanes, unfolds in front of you as you race round the qualifying lap, dadging and overtaking other cars while attempting to notch up a good time to gain gole position

in the race itself.
Atarisoff Yole Position for the
BBC was released early last yea
and did not come up to scratch.
There's no excuse as Atarisoft is
part of Atari and shouldn't have
experienced any difficulties in
producing a first class game. It is
a half-backed effort, the graphic
are flickery and there is no
challenge to speak of, Datosoft
released the Spectrum version a

tew months idee: In proved an average game, though more successful than the BBC attempt. Sega's Spy Hunter, however, is a highly successful conversion, and US Gold has produced very good versions of the game for the Commodore, Spectrum and Attar; Say Hunter is a high speed high spectrum and Attar; Say Hunter is a high speed to high speed to the provided to the provided to the speed to the speed to the commodore, Spectrum and Attar; Say Hunter is a high speed to the speed

PLEYER-1 ##

levell], try to catch the emplies asthey slide back up the bar and send fresh drinks to your impatient customers. Let a glass crosh to the floor or serve too many drinks and you'll lose a life. It's no fun serving a load of drunkards. The graphics are simple and colourful and do

ample usine to the original. Well done US Gold.
The blame for the flood of Kung-Fu games — both in the orcades and on home computers — can probably be laid at frem Corporation's door, Kung-Fu Master was one of the first





your fail. They'll try to ram you, shoot you and, in short, will stop of nothing to destroy you. Shoet of the Malliam Job creep into the game at this point. If you manoeuvre your car to drive up the ramps of a moving lorry and into the back off it, you can pick up special weapons — rockets, smoke screens and oil slicks. At times you'll be called upon to

is closed, lake to the water. Spy Hunter is fast, addictive and very enjoyable in both formats. Tapper is another US Gold conversion for the Spectrum and, again, closely follows the original as far as is possible given the limitations of the Spectrum sound and memory. You find yourself playing barman you find yourself playing barman and the spectrum sound and memory.

You find yourself playing barm while trying to keep up with the drinking habits of your customers. They drink like fish, and demand to be served immediately. With four bars to look after land this is the easy at the time and very playable. You take the part of Thomas anxious to rescue his kidnapp girlfriend Sylvia from the Dev palace. Kick your way through number of screens, defeating master of a certain aspect of II

art on each level. Way of the Exploding Fist from the Bourne House was one of the Bourne House was one of the Bourne House was one of the Bourne House was the Bourne House Ho

ollowed same time later and roved just as easy. It is played gainst different backdraps of immoss skylines — Sydney lipera House, for instance nd is a comprehensive game rith 16 different actions, as is six Perhaps if less detail had een given to the backdraps and sore to action, both games outded have been more of a

Imagine's Yie Ar Kung Fu is a lirect descendent of the Konam ame of the same name.



Released for the Amstrad.

against some highly coloured

Kingdom for the Commodore 64
—an average game on all
accounts. Help Indiana find his
way through the six screens of the
Lost Kingdom to find a priceless
artifact, while solving puzzles in

Now take Atari's version

One game which suggests that Artic was desperate for a good idea is their Discs of Death. One

get a message to your elusive

And now it's time to catch up once again with Elite. Over the

Rambo is a puny character with a large arsenal of weapons and

start point. Blast your way into the camp, rescue Banks, take him to

HISSED 24 Daley's Super Test leaping from ledge to ledge

include backdrops of the Sphynx game play — on the Spectrum The programmers should be

manufacturers and software houses alike are leaping on the band wagon. Elite got there first with its version of Cammando. A very good replica of the original The idea is to storm through

opular, more so than Rambo

Track & Field ative four levels into the

persevere, you might even get as far as the missile launchers! A

Imagine's programmers must

as possible, though there are one or two changes in the graphics. The 3D grid-style landscape seems to have caught on though.

game, the idea is to fling discs at

this year? To pretend that Gyroscope has



Heading your way is a right knight fright - Ghosts'n' Goblins, the latest arcade conversion from Elite.

And to help you survive these blood-chilling knights of armour, those gallant gentlemen of Elite have provided us with a preview of the game and a few hints as to what to expect in later levels.

If you go down the woods tonight, you're making a big mistake. For you'll meet fiendish creatures of the dark with evil on their minds.

Ghosts, goblins, the walking dead and all manner of nasties are out to prevent our hero knight rescuing his damsel in distress.

Capcom's original Ghosts 'n' Goblins game in the arcades was a vast creation. There were so many screens to this epic, it was doubtful if anybody managed to complete the game. And even if they had, it would have cost

For the computer version of Ghosts 'n' Goblins, Elite has taken a selection of the very

The opening scene is a graveyard. The atmosphere is sinister and eerie A princess who has been tending the wounds of a loval knight is abducted by an

emissary of hell. The knight, dressed only in his undies - no, they're not made of chain mail - sets off

As he sets out, he finds a suit of armour. On he moves into the graveyard. Almost immediately the undead rise

close in on the knight Let these gruesome . once again and the knight is unclothed. Let the evil









Goblins

touch our hero again and he crumbles into a pile of bones. There are four levels of the

game to complete before you can enter the castle and try and rescue the Princess. Level 1: The game starts in a graveyard. The main hazards

to avoid here are the zombies. Of course there may be one or two other nasties lurking. It's then into a deep dark forest where forest demons lurk. An ogre guards the door to the next

Level 2: It's into the land of the elves. Watch out for the orges.

Level 3: The undead rise from the ground again to hinder the knight's progress. Evil devils are also encountered and a dragon guards the way to the

> Level 4: A perilous bridge a and another dragon g must be faced before the you can enter the the castle. The Castle: Your A lask now is

task now is The game involves you playing the part of a paperboy, braving life an limb on a bike in the Ame

upwards, facing elves, zombies, orgres and dragons. But you can't give up. The princess is still in peril.

Ghosts 'n' Goblins is the latest in a successful series of Elite games culled from the arcades.

First there was Commando, the all action blast-'em-to-hell and back game, which was voted the best arcade-style game in the Computer+Video Games Golden Joystick Awards. It was the Christmas number one best seller.

Heading up the charts right now is BombJack, another Capcom game. Jumping Jack, a cute caped crusader, has to collect a series of bombs while avoiding nasty knights and robo-birds with a powerful peck. The action takes place against four splendid recreations of the arcade

Next in line for the Elite treatment is Paperboy. This is a great game but didn't really get the exposure it deserved in the arcades, mainly because the game required a special machine with handlebars on. And they're expensive.

playing the part of a paperboy, braving life and limb on a bike in the American suburbs. The action is spread over seven days of deliveries. You must avoid cars, fighting neighbours, Hells Angels

> hurling papers to your regular



Now here's your chance to win a package of three of Elite's converted arcade games — Commando, Bombjack and Ghosts'n'

Goblins. There will be ten top winners. What you have to do is draw

What you have to do is draw or paint a picture of the gallant knight from Ghosts 'n' Goblins in battle with some of the evil creatures of the game. Send your entries together

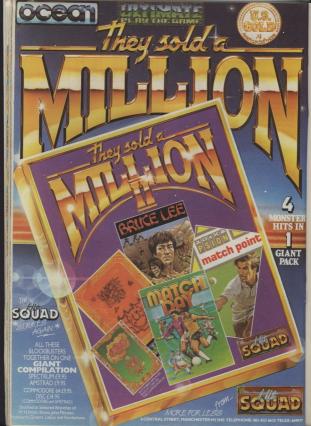
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e points by





Bounce into summer with Bouncer for the BBC B. It's a game in which enter the final screen in which a There are three ways in which the clock and the natural reaction is to to take things carefully in order to type in the following: For I%=PAGE TO TOP: ? (1%+&400-PAGE) = ? Using the Z and X keys to move left and right, you must control a ball On the way down you must collect Once these have been collected you spider lurks. You have to dodge this lethal leggy to complete the game. All dropping too far, running out of time Although the game is against the go as fast as possible, we find it's best Advice: If a disk interface is fitted ledge to ledge in a factory chimney. bouncing ball can be popped bounces downwards this is done against the clock. PAGE = &E00 (RETURN)By Paul Maddison you'll drop until you pop. * TAPE (RETURN) BBC B 1%:NEXT (RETURN) and by the spider. collect the keys. ten keys. which

P - used to generate a sound when Variables and Procedures dropping

R% — random number used to print RR%, RRR% — used to print keys X% — X co-ordinate of the ball Y% — Y co-ordinate of the ball Q% — used to print side walls T% — time limit platforms

DROP% - checks to see if ball is dropping. If it is then it disables KEY% - number of keys collected

from

DURATION% — duration of note for tane.

sends spider up or pitch of note for tune SCORE% -PITCH% -DIRECT% down

by

SCROLL% - how far the ball has - determines whether to SPY% — X co-ordinate of spider SPY% — Y co-ordinate of spider dropped FLAG%

SP\$ - string of 20 spaces used to PROCTITLE — used to print initial PROCINSTRUCT - instructions - the final exit graphics print a platform or a space SAFES — the final exit orar scroll the screen upwards PROCSCREEN

PROCDROP - scrolls the screen updraws initial chimney screen, walls and ball

CHAIN" " (RETURN)

PROCDIE — flashes screen on death the game. K-0 RLSE 130

wards and prints new platforms and registers vou have a key and adds 10 to score serhaps a key ROCKEY

PROCEND — asks you for another PROCFINITO - plays a tune and -drops the ball when displays your score if you complete ROCDROPZ n warehouse

COLOURS: PRINT TAB(4,13); "INSTRUCT IONS?": G = GET#: IF G = "Y" THEN MODE?: PRO CINSTRUCT ELSE PROCDEFINE MODERIPROCDEFINE

XM=XM-32: VDU5: MOVEXM, YM: GCOLO, 6: VDU228: V IF INKEY-98 AND XX>64 AND DROPM=1 VDU5: MOVEXM, YM: GCOLO, 0: VDU228: VDU4: LET

T XM=XM+32:VDU5:MOVEXM, YM:GCOLO, 6:VDU228 IF INKRY-67 AND XX<1088 AND DROPS

COLOUR 7: COLOUR 128: PRINT TAB(17, 0); TW: IF TM<100 THEN PRINT TAB(19,0);" TX-TX-1

IF POINT(XX+16, YX-12)=3 OR POINT(IF POINT(XX, YX-36)=0 AND POINT(XX XX+48, YX-16)=3 THEN PROCKEY

XX+56, YX-36)=1 AND SCROLLX>15 THEN PROCD AND POINT(XX *56, YM-36)=1 AND SCROLLM<=15 THEN SCROLL IF POINT(XK, Y%-36)=1 AND POINT(IF POINT(XX, YX-36)-1

IF KEYM=10 THEN LET SCOREM=SCOREM

170 QX-30:COLOUR 1:COLOUR 135:PRINT T AB(0,QN);CHR\$230;TAB(18,QN);CHR\$230;COLO IF POINT(XK, Y%-36)=0 AND POINT(XX +56, YM-36)=0 THEN DROPM=0 ELSE DROPM=1 IF DROPK=1 THEN P=0

IF FLAGK=0 THEN PRINTTAB(RK,31);S 4. CHR\$229) BLSE PRINTTAB(RK,31);" RRN-RN#64: RRRN=64*(RND(4)-1): IF

SOUND1, -15, 100*P, 1:P=P-5:VDU5:MOV

VDU23, 230, 247, 247, 247, 0, 255, 255, 2 VDU23.232,0,24,36,126,189,126,129 VDU23,231,0,0,0,229,191,224,0,0

ENVELOPEL, 3, 0, 0, 0, 0, 0, 121, -10, -

SCOREM-0: TM-500: KEYM-0: SCROLLM-0: FLAGM=0: DROPM=1: P=0: XM=640: YM=512: SP#=ST "+CHR\$10+CHR\$8+CH RING\$ (10," "): SAFES-" 360

FOR X=0 TO 15: COLOUR 1: PRINT TAB(RND(14).31):STRING\$(4,CHR\$229):PRINT TAB TAB(0, Q%); CHR\$230; TAB(18, Q%); CHR FOR QX=0 TO 30:COLOUR 1:COLOUR

\$230:NEXT:COLOUR 128

VDU5: MOVEXK, YM: GCOLO, 0: VDU231: MOV

4,14); "Another go?"

IN-1 TO 12:READ PITCHN, DURATI

660 DATARS, 89.4.109.4.109.4.117.3.1 21.3.117.3.121.3.117.6.0.3.129.6.137.3 670 VOUSE 0.3.1.19.6

TAB(7, 31); CHR\$229+" TAB(0,31);SP\$

TAB(2,31); CHR\$229+CHR\$229+C TAB(0,31);SP\$ PRINT

TAB(14,31);CHR#229+CHR#229 TAB(0,31);SP#;SP#

PRINT TAB(0,31);STRING#(5,SP8)

COLOURISZIPRINT TAB(1,22); SAFESIC

IF INKEY-98 AND XM>6a AND DROPS=1

IF INKEY-67 AND XX<1152 AND DROPS

+56, YX-36)-0 THEN DROPK=0 ELSE DROPK=1

IF POINT(XX, YX-36)=0 AND POINT(XX K+56.YX-36)=1 AND SCROLLX>8

IF POINT(XK, YS-36)=1 AND POINT(X

If you manage to collec again." u must start

PRINT'''TAB(7)"PRESS (SPACE) TO C SE . Beware !! There is only one way down

ONTINUE": REPEAT: UNTIL GETS="

PRINT'''; PRINT TAB(11,12); CHR#141 PRINT'TAB(12)" X RIGHT " PRINT'TAB(12)" Z.....LEFT



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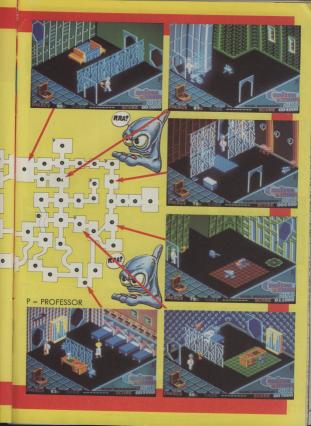


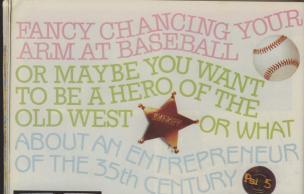














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The latest managerial game on the market is

Virgin's Official F.A. Cup Game, which is great for a crowd to play - well, eight people demanding than finding room on the terraces at

Once you've selected ten teams to manage, the only other decisions to make are to choose between three sets of tactics and in later rounds

Meanwhile, in between rounds, the compute churns out a load of ridiculous newsflashes which are supposed to affect your team's morale. Flasher such as "There is no news about your team in the press this week "and "The club's oldest surviving player is 100 years old today." Big deal! Unless of

But the biggest anti-climax is the Final itself. Having teased you with a rendition of Abide with Meand a picture of Wembley, once the Final is over

rewarding game on the entire marks football club. If, like Tommy Docherty, you can't cope with managerial games

for very long, Rothman's Football Quick Quiz, with questions by the yearbook's edi-

Peter Dunk, is packed full of tourhies, although the version i played had somehow managed to get all the categories mixed up. The non-League section was all about

section was full of soccer trivia professed Answer Back Speet from Kosmo, which not only rugby, boxing, golf and tennis as

action games of soccer and tennis in For this reason I can just forgive

Liverpool's immortal manager Bill Shankly. A chespie quiz game available by mail order from Marksman Software, The Ultimate Soccer Quiz, is ultimately rather

simple and dull, which might explaintotally irrelevant scoreflashes from a fictitious game between Spurs and Of course the hardest part of

soccer to simulate is the actual game itself — hard enough for real professionals nowadays - and in this respect some of the software



Glenn Hoddle's Soccer from Amsoft offers routine entertainment but little more. It was far too easy just to walk the ball into the opponent's

discernible reason the goalkeepers wore the same shirts as the rest of the team, a practice which was ned a mere 77 years ago. The ball in Bobby Charlton's Soccer created

by D.A.C.C. was so tiny, control was so hard and the instructions so lacking in one vital point that I on the other side of the cassette for

encouragement, before ringing the makers to find

World Cup Football, like the FA Cup game, is good for a whole crowd, especially those old enough to remember Bobby Moore, who is still featured on the cover. Hasn't anyone told Artic that Bryan Robson is the current England captain? Or that great footballing nations like Portugal and Hungary deserve inclusion rather more than Guyana and Tasmania

A quick scan of the rule book would also info Artic that a player cannot throw the ball in to

Which is where Andrew Spencer comes in. He apparently knew nothing about football until he read the rule book and then proceeded to write International Football from Commodore which outscores its rivals in almost every respect. You can really hurl your keeper about the goalmouth, as well as getting your men to head the

The graphics and sound are outstanding and the player's movements easily recognisable. My only criticism is that both teams wear black shorts International Soccer's closest rival is Match Day from Ocean which also sports good graphics

and the Match of the Day theme tune. Unfortunately the computer seems to play s odd tricks, the oddest being to make its players turn away from open goals and kick the ball into touch. This might just be sour grapes on my part

however, since I seemed to be totally incapable of beating the computer in the tackle. International Football, Match Day for the

Arrestrad, BBC or Spectrum is the best of the rest. Not all of us see soccer as a mere game however There are some of us who delight in pouring over statistics and records, and some who use computers to help run their own leagues. Yes. people do still actually play the real game.

the Spartan Sports Association - Club File and Tables - are valuable aids. lato liked League Table and Champions, both from Football Follower, which work out past form and list winners (useful for pools ounters)

and another Spectrum home-produced program called Tables which enable you to keep up-to-date records for the entire Football League and Scottish League, from Football Software I fear that none of these information packages

will help you win a forcure on the pools, and I'm pretty sure none of them will make their creators

our boys in Mexico. Long may they be needed to endorse the next crop of football computer games.

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Bubble Software, 87 High Street, Tonbridge C6451.99

* INTERNATIONAL FOOTBALL Commodore, I Hunters Road, Welds C64E1499

* MATCHDAY Ocean Software, 6 Central Street Manchester M2 SNS * LEAGUETABLE CHAMPIONS

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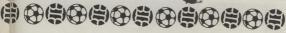
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Spectrum J. Moore, Football Software, 26 Trembear Road, St.









Rarely rising before midday, C+VG jet-setter JIM DOUGLAS broke the habits of a lifetime and headed for parts unknown...Newcastle.Why?To discover the secrets of a man, a micro and his music.

stood alone on the platform, which was shrouded in mist. I blinked away the dawn and boarded the rain. I had all the necessary equipment. Notebook, tape-recorder and Geordie

phrase book Three hours later I was confronted by the horrible realisation that I wasn't going to need the latter item after all. The people here actually spoke

comprehensible English. This, friends, is Newcastle. The basis of a thoroughly baffling cliche about oals" and, more importantly, home of

Mr Rob Hubbard - musician For the uninitiated, Rob is probably the man behind that infuriatingly

catchy theme tune on your favourite Rob's "workshop" is a large room constructed with very thick books. A brief perusal of the titles show they are

programming Roblikes to get the "mood" of a piece of work. For a recent project he hought books and records on the subject of Russian Balalaika music, and for a karate game he worked on, he played the Merry Christmas, Mr Lawrence soundtrack incessantly, before realising it was "rubbish", and

composing his own piece! The name of the game for Rob is space. Sometimes he is given a handful of kilobytes to play around with. Other times, however, he isn't so lucky, and his tune has to go through several stages of compression before fitting into the ridiculous space left over after an

extravagant programmer has finished. His "brief" can be as vague as a few

hopeful adjectives over the phone from a software house, or a couple of photos. Sometimes, he actually gets to see the One of his newer projects, Master of

Magic, the excellent Mastertronic D&D game, contains a piece over five minutes long, yet Rob managed to fit it into 3K. How long would something like that take to program?

"About four days."

"No. It'd be spread over -- hopefully - about two weeks. Even so, it'd be four days of pretty hard graft "I like to work so that I can, like, do a

certain amount and then leave it, and go back after a while to see what's wrong with it, and what's right with it. If you work in a long stretch, you lose your critical facilities. Know what I mean?" Like any writer. Rob is a little protective about his work. Has a software company ever decided that his

music isn't 'right' for a certain game? "No. Reviewers have thought that, but nobody else! "But you know what reviewers are

His programs are all (of course) machine code, and extremely confusing to look at for the simpleton interviewer. He works with sub-routines and tables and raster interrupts.

This was all a bit beyond me - being something to do with 'fitting it onto the time it takes to cross the screen'. When visible, they make the Commodore look rather like a Spectrum whilst loading. Rob's music is structured. The way he explained it made his system sound rather like Forth. One command

branching to another, which, in turn, calls another and so-on When writing the tune, he works in 'chunks', rather than voices. He says that if you complete one sound channel. or 'voice' it's very hard to make sure the other channels are in time. If you do it piece by piece, perfecting each couple of

seconds of music at a time, with all three channels going at once, it's easier to A word familiar to BBC users will be 'procedure'. This is how the 'Forth' idea

works. It's really quite simple If your music is going to play the same set of notes more than once, write a procedure. It's easier to call it twice than to store the data twice. The more notes you fit into a procedure, the more space

What with conversions, rushed deadlines and out of the blue requests for certain items, it sounds like a full-

"Well, I play in a hand as well. Doing wer versions of other groups' records. I play keyboards. Doing clubs and that." Which presumably helps to forget the

omputer for a while! "Yeh. For a few hours I'm in a ompletely different place with different people. It's a break to get on

stage and play with the band. Rob works on at least a couple of projects at a time. When I was there, he International Karate for System 3, and name, in Norwich

After searching through his disgustingly orderly box of discs, he loaded one - "You have to wait ages for this." - and gave me a demo. A fairly tame 'ching' started the tune, and then mixed with a 'woooo', a 'tcheee' and some others I can't spell, until the poor old Commodore was busting a gut and sounding eerily like a soundtrack for a

rather up-market martial arts movie. It's frighteningly good. How long did it take to do this one "Oh, I spent quite a long time on this,

er, a couple of weeks." With ideas for computer games being used up at a ferocious rate, I sat on the train home, wondering how long it will be before people start writing games around Rob's soundtracks.

THE ROB HUBBARD FILE

Favourite Food: Steak & Kidner pie Favourite Drink: Coffee

Most disliked TV show: "Anything with Favourite TV show: Faulty Towers

Favourite Music: Chick Cores Favourite Movie: Never Ending Story '70

Countries Visited: Belyiam Austria Italy Pet Hate: Baseless "my computer is better than yours", 'debates



Heavy on the Magick



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C+VG COMPETITION



computer musicians at Mupados. They've produced a special audio tape called Datahits complete with special disco mixes of tunes like Rambo, Ghostbusters, Crazy Comets and the theme from

Chariots of Fire which graced Hypersports, runner up in the arcade record collection. The Softwhere? database runs on C64 and Spectrum computers - but Datahits will run on any cassette recorder

We've got 50 Datahits/Softwhere? to give away thanks to Mupados - 25 for the Spectrum and 25 for the 64. All you have to do

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8			

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East and West are separated by the mythical Iron Curtain and numerous ideological differences. But when it comes to creating computer entertainments, people on both sides of the great divide have remarkably similar ideas. Here C+VG looks at two well known software development teams in the USA and Hungary. California's glitzy LUCASFILM operation and ANDROMEDA SOFTWARE, behind the Iron Curtain in Budanest

ow do a bunch of programmers who've never seen a golf course, let alone held a golf club, create the ultimate golf simulation? C+VG editor, Tim Metcalfe, visited the Hungarian Andromeda Software team in Budapest to discover just how they did it.

riolasoft's superb Golf simulation has been under development for many and around Budanest Not that it had to be done in secret for fear of police raids on

ideologically unsound programmers. It's just how the Andromeda operation works. Groups of programmers work together on games designs using the Andromeda offices in a Budapest backstreet as a meeting place where thorny programming problems are hammered out with Andromeda boss Donat Kiss and

The Golf group were just one of developing games for Andromeda

Golf was the brainchild of games designer David Bishop who heads the Tigress Marketing concern,

Their aim was to create the perfect golf simulation. Getting the game perfect has taken time. After all, C+VG first saw the game in a completely working form last September. It's taken since then to simply get the fine tuning of the program done to the satisfaction of Messers Bishop and Grey.

So how did the Andromeda programmers get to grips with a game they've never seen or even played? To begin with they were supplied with videotapes of the golf classics ferried over by David Bishop - who also supplied details of the courses, and even took a golf club and golf balls with





adventure with the £25,000 prize tag called Eureka! They also created games for the Creative Sparks label - Bird

Mother probably being the best known - and the defunct K-Tel lable. Then came Tour De France an excellent simulation of the classic cycle race which was produced for Activision

More recently the collaboration excellent Wild West graphic Andromoda a space strategy game. plus Golf of course. Ironically there just isn't a games culture in Hungary. C16's

him on one of his numerous trips to the Hungarian capital David had designed the game to championship golf courses. including The Belfry, Wentworth Old Course, Sunningdale and Royal St Georges, Sandwich, plus which enables the player to create resembling a crazy golf course or

The programming team went to work on the design and came up with the superb simulation which world last month. The main problem areas

their local course.

appeared to be judging the power of the players' swing and how the ball bounced. Early versions were a novice golfer's delight. The ball flew for miles with just a tap of the club and the ball bounced around like one of those compressed rubber Superballs!

That's where the videos came in useful - giving the programmers a Golf is just the latest in a long

line of games from the relatively unknown Andromeda team. Probably their most famous game to date came out of the collaboration between Domark and Ian Livingstone which created the





meets

are used in schools - but the Commodore 64 is regarded a business machine and only used

for games by very few owners. This is probably due to the extremely high price of machines in Hungary. You can get a the region of £350-£4000

Computer shops are in evidence in shopping areas - some owned by the government and some by individual companies sponsored by the State. Novatrade. Andromeda's parent company, has shop which would look at home in London's Tottenham Court Road

thanks to its hi-tech design and range of hardware and software available. But again its mostly business oriented. One of the most interesting groups associated with Andromeda is Czasar studio. It was Czasar's

Starskip Andromeda - and Mirrorsoft's Ceasar the Car game. Under the eagle eye of Czasar's the team are producing some interesting stuff. Like the animation system they use in their games which works a bit like a

jigsaw puzzle. The computer pulls

Hungary has a long tradition in cartoon animation and the Czasar

micro-chip age. Like David Fox at Lucasfilm, Czasar is talking about games that are more interactive and that suck the player into an event or

Great minds think alike they say - what could happen if East ever gets to meet West?

Torrible aliens and charismatic heroes. Space ships streaking across multi-coloured galaxies with their lasers blazing. These are just a few of the images that come to mind when you mention the name George Lucas.

Founded by the smash Star Wars movie his LUCASFILM empire is a company expert in stunning special effects and heart-stopping action. The same goes for EUCASFILM GAMES. a fully-fledged member of the LF family.

C+VG's American correspondent Marshal M. Rosenthal paid a visit to sunny San Rafael, California to discover a few secrets. He took the



avid Fox was so impressed by the special effects used decided that one day he would work for the company that created Lucasfilm. In September 1982 he was hired as one of the first programmers games designers of the then very new Lucasfilm Games division.

developing two new games to be be "super" carts, 32K programs 16K limit for cartridges (a technique called bank-switching)

"The atmosphere was open with



views to enhance a futuristic version of soccer. Fractalus flew you around a planet in search of downed pilots, fighting off gun emplacements, and even aliens-in-sheep's-clothing!

Fractal graphics created quite a stir. Imagine, three-dimensional scenery which never repeated

believable. Atari was planning to release both programs sometime in late 1984, but then the house fell in. Atari went under, and both games

"What we did then," says Fox. "was coordinate with the Epyx company. We decided on a disk based product. Now we could use more memory for refinements like opening graphics and a high score

table." Fox mentions that a program goes through many changes before

it is finished. "George (Lucas) came in one day and saw something the rest of us didn't notice about Rescue -





that it had no "action" to resolve. We were so excited about the mountains and sound, that we "shoot-em-up" elements. But by looking at the game with a fresh needed to do more than just fly around. Though it is pretty neat! Having a weapons system

" Meanwhile, Ballblazer was almost finished, in fact it almost seemed that it leapt fully grown from concept to software reality."

light that evokes a sense of wonder. The program features a number of innovations, not the least being the music that plays during loading sequences helping to remove that "waiting" syndrome.

But the most interesting of all is the large size of the onscreen characters. "We got tired of all those tiny, tiny figures," says Fox. Cell Editor). This program lets us create cell animation similar to that of hand-drawn cartoons. We can create "bits" of animation, like a



· Koronis Rift

Protective devices flit to and fro on the planet, trying to fry you. Careful planning is necessary, for only experience can tell what

equipment will lead to success. "A number of changes were incorporated in Rift," says games designer Ron Gilbert, "We like what the fractual effect did for Rescue, but wanted the mountains to have a sense of distance, not just popping up on you. We created a better feeling of depth by having the landscape enlarge gradually. Gilbert notes that this realism is also enhanced by a shading

technique they developed. The game requires strategic thinking as well as a quick trigger finger. There are controls to monitor, directions to search, and artifacts to find and inspect. "We're very happy with the speed of the game-play too," Gilbert adds, "All that onscreen action requires a program that moves along as fast as your reflexes. Rift

is really great." New projects at Lucasfilm Games are shrouded in mystery. But C+VG can reveal that at least one new game is going to be based

amazingly famous puppeteer Watch these pages for more details nearer Christmas! Author's bio: When not operating

his commercial photography studio, Marshal M. Rosenthal is a journality for a number of domestic and overseas publications.

San Francisco





New ideas becoming reality. enter the dusty old mansion, and peer at the crumbling diary left reveals a world of wonder that can only be penetrated by a strange device, the Fidolon The machine sits there, adorned

with ornate symbols and dials. Entering, you push the lever and are engulfed within a mesh of power as the room whirls and spins about. The dizziness ends to find you staring out at a seemingly endless cavern of tunnels and

Strange balls of fire career off the walls, as colourful gems tempt your eye. A myriad of creatures pass by, some humorous while others seem not too friendly. And something is sneaking up behind

You must gather the gems and face the dragon of the cave, in order to move onward to the next solve for himself.

The Eidolon is more than just fractals turned upside down. The

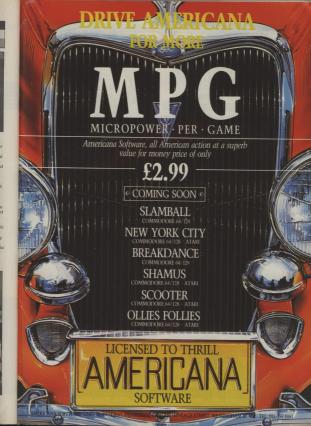


place with other segments also animated. So the dragon can twist his neck, blink his eyes and move his wines all at once. Additionally, each animated segment moves fluid look."

Koronis Rift takes you out of the sky and puts you behind the steering wheel of a land rover. You are a space scavenger, searching the many levels of the fabled Pilot along zig-zagging terrain in

search of artifacts, using the into portable components. Bring back as many as you can to your ship, where a highly skilled robot translates the booty into cash, ship stores or systems to carry on the

Sounds easy, but there's a catch





(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London ECIR 3AU.

COMMODORE

G Elliott of South Shields has Graphics' Thing on a Spring. Once the pakes have been you can pick it up. Rewind tape to the start and type LOAD"" when

then the computer will reset after SYS 16384

To disable the lasers on levels hold down these keys while on the

POKE 45486, 173 for infinite lives

WHO DARES WINS 1 and 2 10 PRINT CHR\$ (147 POKEA, B: NEXT A

40 DATA 238, 32, 208, 169, 1. 170, 168, 133, 183, 50 DATA 32, 186, 255, 169, 0 60 DATA 32, 213, 255, 169, 76,

70 DATA 3, 169, 102, 141, 210, 3, 80 DATA 254, 141, 210, 3, 76,

Make sure there are no errors program has loaded enter these

pokes:-Who Dares Wins 1 POKE 5748 — number of lives

POKE 5569 - number of grenades 1-255. SYS 16384 to start

Who Dares Wins II POKE 5702 — number of lives POKE 5513 - number of renades 1-255 SYS 16384 to start.

SPECTRUM ommando pokes for the

20 LOAD""CODE: POKE 65524,

30 RANDOMIZE USR 65485 50 DATA 33, 255, 254, 1, 206, 0, 126, 238, 170, 119, 35, 11, 120, 177, 32, 246, 201

60 RANDOMIZE USR 2329

80 FOR X - 65263 TO 65278: 100 RANDOMIZE USR 65279

Type this in before you play the tope. When you have finished typing it in press Run and Enter

AMSTRAD

Richard Alpin, who is better known as Gremlin to readers of Ideas Central, has sent in this poke for Soul of a Robot. It will allow you 255 lives, you won't die when you fall too far and best of all it will allow you to jump in blank tape. Rewind the tape and

Overdrive

Before loading the game type. 7&FE45=10, giving almost triple

VIC 20

The following routine running on the unexpanded Vic 20 will allow obtain infinite bullets

30 mall abedjeins vyoberner osins 1,84sins z,lasins 3,3 3. ck=0sfer t=2036 to 20160 reas a spoke t,921,"2"=2 sok=0k*psek if ok (%) 77 them print "Locust" send



VERFIY the loader and then enter POKE 5611,40: RUN. The have an endless supply of bullets

Leon Mooney of Greenack needs help on three games. On Ramba back inside again? In Back to Bruno's Boxing he would like to

would like some help an Jet Set

STRIKE FORCE HARRIER

your landing sites are secure?

again vertically. Then use the unprepared ground. If you need

SAMANTHA FOX STRIP POKER

poker non stop with Samantha 1045 She is wearing everything 845 — takes off her gloves.

45 - she goes topless

FAIRLIGHT

store this somewhere safe. Go to the caves and search the walls using the crown, this should open an invisible door which leads to a blue tomb room. Move panels on the top to reveal a help. the book of light, take the book

carnivorous plants and kill the dropping the appropriate objects pushing it into him. At the top of

of light. Go through the trapdoor to have just found will open the

YIE AR KUNG FU Here is a pake for the BBC B

by V. Spanner. Type in the following: 10*LOAD"YIE1" 20*LOAD"YIE2" 307&11C4=&14 (you can change this to allow more energy)

40PAGE=&5200 50*RUN YIF 3 and YIE-AR normally. Then load

Bunchu - To get post him jump

Star - To beat her you must

Nuncha - Switch to kick mode as he is dangerous when he swings his sticks.

Chain - He is the hardest to

Clone - Very hard to beat. Pull

ZALAGA

protection against piracy, so a

2&301B=&FF and CALL &4522 number of lives, 255 or &FF, but this can be changed to any other number below 255 if you don't

make yourself invincible

MR. EE

LOAD the first programme in the normal way (LOAD""), then list it. Type REN, and then enter this you have to do is type RUN and Another one for the BBC B from Once loaded, type in List 35' change where to LI=99999. Then FOR F=0 to 32 STEP 16: (etc) then

A cheat move for Three Weeks dazed on the floor hold down the



C+VG SURVEY

very month. Computer + Video Games tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that big-headed to think everything is perfect.

orgeneased to think everything is perfect.

That's why we're asking you to tell us what you think of C+VG.

Go on, tell the truth, we're tough enough to take it.

Go on, tell the truth, we're tough enough to take it. What we want you to do is answer the following questions and send them to Computer + Video Games, 30-32 Farringdon Lane, London ECIR 3AU.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yea/No answer with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general. So help us to help you by taking part in our survey.

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Do you enjoy the comic strip? YES/NO

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Is the Dear Bughunters column and telephone service useful? YES/NO

IDEAS CENTRAL

Are the hints, tips and pokes useful? YES/NO Comment

LISTINGS

Comment

Are the program listings interesting to you? YES/NO Comment

ARCADE ACTION

Do you like Arcade Action? YES/NO Should it be longer? YES/NO Comment

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What do you think of the Adventure pages?

TOP 30 SOFTWARE CHARTS

Are the charts of any interest? YES/NO Comment

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Should more letters be printed? YES/NO Are those that are printed interesting? YES/NO

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Could these two features be improved YES/NO

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Comment

C+VG publishes a variety of different features, letters from America, films, videos etc.

Do you enjoy these? YES/NO
Do they have a place in a computer magazine? YES/NO
What other sort of features would you like to read?

MAPS

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Are these useful? YES/NO

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Do you prefer the new look C+VG to the old one? YES/NO

Is there anything you would like to see in the magazine that isn't

What other computer magazines do you read?

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C64 user wishes to exchange

In his penthouse C+VG READERS apartment in the TASTELESS . . ?

> C+VG readers have no taste! And that's official. This, anyway,

was the news story carried by Micronet 800, the "magazine" within Prestel Reporting on the C+VG Golden Joystick Awards ceremony, Micronet commented: "The aging comic's readers displayed their usual

lack of taste in

plumping for

Commando by Elite as the arcade game of the vear.' The adventure awards - Red Moon from Level 9 was voted Adventure of the Year came in for a special

mention: "The judges pointed out that although the adventure (Red Moon) did not perform spectacularly in the charts, it still managed to get a

personal rating of ten from C+VG reviewers

What judges? C+VG's readers decide who gets the awards in postal ballot! Come on Micronet get your facts right.

SECRETS OF THE CAVEREVEALED

The unbelievable secrets of the little twisty passages of Colossal Caves are about to be revealed by Bride's. The Very Big Cave Adventure is released by CRL Watch for our review! Also from CRL, comes an Amstrad version of he spoof Delta 4 game, Robin of Sherlock (reviewed C+VG April)

MOREFROM MOSAIC

Snow Queen, originally to have eleased by the ladies of St Bride's School some months ago will be in the shops during May under the Mosaic label. At £9.95 will be available for Spectrum and Commodore 64 initially, with an

Mosaic's summer titles will include Story of the Amulet, based on the book by F. Neshitt and written by the Ram Jam Corporation, and Growing Pains of Adrian Mole, from Level 9. The new Mole will, says Mosaic's Vicky

DELTA 4 SILVERSOFT SPLIT!

What's this? The wacky guys at partner Silversoft

Rumours are rife as to the exact make it sound somewhat complex. In fact, the departure of the two

companies seems to be a good opportunity for a reminder of their the wickedly funny Bored of the Rings? Apparently Delta 4 seem to think so, as we are reminded of this and, more blatantly, Robin of Sherlock

The games will still be available. Delta 4.

However, just in case yo thought you were going to be able adventuring, Delta 4 plan to return with The Boggit . . ! Watch out!

· A funny thing happened to Bilbo to get Thorin into the barrel (and entered and captured him. They captured the elf too, who then the goblins were waiting to capture

IDEAs Central

building Keith

purges which

Corp was

and time

Campbell, one of

the few survivors

swept through the software industry

establishing itself,

of the corporate

when the IDEAs

busies himself

with an intricate

consuming task.

data relevant to

and dispense

problems.

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adventure games

words of wisdom

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advice and hints

adventure games

to the troubled

and tormented

to people with

This month the

brings much

needed help,

His job is to collect

and collate all the

This could have gone on forever. dungeon, and wouldn't go back through the magic door when Bilbo

If there is a prize for the strangest unforseen program event cassette version never did this!

 Here is an offer you can't refuse. The fact that you give away t-shirts before I read a recent issue. It was only reading the drivel you printed from a loony from Gwent, that I realised that such things existed. Brown paper bags from Tesco's indeed! Only complete idiots don't ness. I would send him a brown paper bag and drop some potato salad in first, just to teach.

tim a lesson! But I digress. Send me a t-shirt, oh confused one, and I promise faithfully to send you a picture of Shock! Horror! Probe! Is The Fiend about to be unmasked? The

Shh. Yu no hoo!

Keith's reply: OK - I've wiped my sweaty palms on one, and popped it in a jiffy bag! Try not to

crack the lens, won't you? I was very interested to read your Pawn feature. The graphics must be really special to get the "Text

will have the opportunity to see the pictures, but with a command descriptions as good as you made

I'd be interested to know when the game is going to be released on the CBM.

Keith's reply: Thanks for your letter, Des. We'll report any news

of the release of Pawn in the column

 I've been in your honours list (for giving clues) three times, so don't l over the years?

At home, I've got my own book full of tips I've collected and I'm well known at school as the Walking Helpline

I've had kids knocking on my door asking for help, as well as grown ups - that's fame for you! ason Nicholls Bradford

Keith's reply: Sorry Jason, you're quite right, you deserve a t-shirt! Seems I've been taking you for granted too long. And you're just the sort of person who should think of entering for the title of C+VG's Adventurer of the Year. See next issue!

C+VG

ADVENCURE

HELP ME PLEASE!

Languishing in that favourite of adventurers' places, a dungeon, is Jonathan Lee. He tried to kill a princess. Serves him right! Mugging princesses in an occupation likely to get us

adventurers a bad name! If anyone can get him out, Jonathan promises to turn over a new leaf. The game is Adventure, by Micropower, and played on a Beeb.

Andrew Bethel of Walsall, has come up with some Ultima 3 clues this month, but also seeks help further on in the game. He is trying to find the Lord of Time, and the Mark of the Snake.

What, I ask, is Iris Storey up to, trying to get into a genta' soile? Assuming she was really desperate, I helped her across the road, and prayed that I was not too late, in her **Pub Quest**!

The answers to Mrs
McKinnell's plea on Fourth
Protocol, has come from Cpl D W
Marshall of BFPO 39. Proof.
Fingerprints. Traitor recruited:
False Flag. The rest are in the
translation department in the

the bottle.
Also in New Zealand, is Andrew
Dame of Wellington, who cannot
open the treasure chest in Zim Sala

Bim. Nearer home, in March, Cambridgeshire, there is a bean crying out for water, and Ian Fleming isn't qiving it any! Who can save us having to send him a bottle of Perrier, and help with Ring of Power?

"It's all a question of tickets," in explains Neil Davies of Wirral, in explains Neil Davies of Wirral, in reply to Mark Evans' problem in leaving the Emerald Isle beach. "He must have got there by train, and that is the way he must return. The best thing to have, of course, is a season ticket. On the other hand, if he wants to get through the spider's cave at the end of the beach, he should examine the

What must it be like to be a lone adventurer, with no-one to discuss your problems with? That's the problem facing Noil who continues: "Sorry to go on so, but no-one else in my family plays adventurers, so I've got to tell somebody!"

somebody!"

Come on, the Davies family—
give it a try, that's an order!

A family that DOES join in, are
the Lilleys, of Belfast. Robert sem
me a rundown of part of Worm in

Paradise. These close were made possible by many hours of hard work. My Dad did most of it, so blame him if they're wrong!" Hmmm! Thanks a lot, Robert's Dad! Stephen Mulcahy of Co.

Sinbad and the Golden Ship. Any help with this, or how to get the data to save for part two would be welcome, says Stephen. Mrs Quians has come to the

rescue of fellow Macbeth player Ann Stevens. Her message is simple: "Go jump in the pond, Ann." But before you do that Ann, could you let R. Jennings know how to get a mummy out of the sarcophagi in the previous scene? The Macbeth quest continues,

with R. Guest of Sheffield desperately in search of herbs in part two, and not knowing who lies like truth in part four. Hey, what's that buzzing sound? It's Peter Jones of Caterham, trying

ZYZZZZ Wan's this, computer games in a jumble sale? Bound to lead to trouble—as Andrew Reast of Cambridge discovered, when he Cambridge discovered, when he Howson's Queet, or of the Howson's Queet, or of the in his job let? This problem save having its heyday well before I started recording class on the database! Open South seems familiar, but is there more to it than

A tramp and a Black Guardian are holding up Neil Tilleys of Mitcham. In Pub Quest he is looking for things to give the tramp, whilst the Guardian is causing him untold misery, in Seeka of Assiah.

And finally, what is the password needed by the Droid, in Mordon's Quest? Somebody? Anybody?!

NEVERENDING MOANS!

Well, you can't win 'em all' A letter of disgust at my Neverending Story review came from Mr. P. Crispin of Dubba in Australia. In particular, he defends the lack of vocabulary, which I criticised, because it is mentioned in the instructions.

In particular, the reply "There is no verb in that sentence" obtained when the command THROW (object) is entered, is because the first three letters of the word are used in a different way, elsewhere in the game, says Mr. Crispin. That may be so, but it is no

excuse! The credibility of the game is spoiled by this ridiculous, and, apparently, ignorant reply.

Surely anyone with a nine to five job and four adventure reviews to complete each month would solve Neverending Story in a week, 'he ends, implying that I am not exactly.

he knows so much about my workload. ?
Despite the criticisms leveled at Sherlock and Habbit, for their bogs, there is one thing that can be said about the adventures. The flexibility of commanding other characters to do things, lends itself to some interesting possibilities and sometimes these haur.

inexpected results.

Suall Manghani of Mitcham has

come up with an ingenious way of

not paying the cab faze in

Sherlock, and getting away with it

Simply tell watson to hall the cab,

and he will be charged the fare

instead of you! "You can also get

money from Lestrade and the

cabbbe. itst by asking them?" he

Small
Who says Scott Adams' original
series is 'old hat' and not worth
considering these days? 'At long
last I've got it — Ghost Town for
have to use the school's computer,
have to use the school's computer,
but who cares! I am finally worth
and counfless other adventurers
have done. The wait has been a
long one, but it looks worth it!'

long one, but it looks worth it!"
Too many adventures are being let down with poor programming, bugs, slowness, and poor, illogica puzzles, naff scenarious, etc., thinks John Yeates, our perenzual loony from Jersey.

John prefers space games like Snowball, or spoofs like Bored of the Rings.

Tavent we got enough versions of Colossal Caves now? As for illogical puzzles, just take a tipoe through Philosopher's Quest. How are you supposed to guess you must rub the ruby? And I HATE masses, especially the unmappable ones where you don't have a clue on how to do them!" be complains:

LORD OF THE RINGS
— YOUR VIEWS

Lord of the Rings has leaped into the charts, but many adventurers remain unimpressed by the game. It seems as bug-ridden as Sherlock, and the apparent superficiality of the play-testing that led to these, has come in for much criticism.

LoR bugs show strong signs of becoming a feature all of their own in the Belphine mail? For example, if you light a match you can smoke it, says Pedro Loureiro, of Setubal in Portugal, and when you come down from the top of a tree, the computer says "YOU CLIMB DOWN THE MAP."

Two readers took time out to question our ratings for the game, and given vent to strong feelings about the game: • Bearing in mind the quality of the

 Bearing in mind the quality of th Hobbit, and the source material being drawn on, this should have been the best adventure game to date. It isn't.

So many players already own and know the Tolkien books, that Melbourne House's decision to package the game in a ludicrously large box with a copy of the book, at a very high price, can only be seen as gross exploitation of the

It is not a particularly complex adventure, it has been a long time in the writing, and it has been released without the debugging a work of this importance deserves Were it a car, it would be recalled for modifications.

Keith's reply: To be fair to Melbourne House, they HAVE to package the game with the books as part of the licensing deal with the people who control the rights to Tolkien's work.

 At first I was impressed with the package, but I am writing this letter to tell you how disappointed I am.
 Graphics: What graphics?
 Text. Quile long, but what are photos and gramophones doing in middle earth? This destroys the atmostphere that should be

building up.
Animation: Worse than the Hobbit;
characters don't understand as
much. When I typed SAM "GIVE
ME THE FOOD" the answer was:
The me is too heavy for Sam to

The me is too neavy for Sam to carry.'
Response Time: Nearly as long as the text, and even longer if you have to wait for other people to catch up with you.

Datch up with you.

Problems: What problems? Some tiny and boring problems in part one, and I was unable to find any in part two except how to enter Moria.

Bugs: CLIMB TREE, a natural action Bugs: CLIMB TREE, a natural action.

bugs: Chimb TRLE, a natural action when in a forest, causes the game to crash. This should never happen after such an obvious command. Those that the second game will be MUCH better than this. Amdress Schnodewind

ndreus Schnodewi onchengladbach

HDUENCURE

To speed the whole game up, kill SORK I: notisisment ousmans.

Resd the piece of paper whilst HOLY GRAIL:

OUEST FOR THE Svetofor is Russian for Traffic Light. PROTOCOL:

FOURTH

Normal Fowler wants the boot GLASS: THE DRINKING DEMIS THROUGH

the tourists have left. under the tradclads, and do it after to det gran a pelmet, put a un he To leave the ET system, say EXIT

и раск 10 уош ћарадотпе Say HOME in a public place to be PARADISE:

WORM IN what he is carrying. from the start of the game. Notice

Virgil is over the river and south INFERMO:

Out thisky fwice, and press at the MASQUERADE:

fill a drimitT .coolige ent ha mandranc and the best, and give it to the

:77777

amos ob bits, and do some with depths of despair, feel

FANTASTIC FOUR: you won't stay that way for long about quickly, then walk up, for

The obvious way into the castle is CASTLE: CLAYMORGUE SORCEROR OF

Lease for respection belone

Use the mirror to answer the EUREKA GERMAN: TRUTULIZAL AUX UD ST UDDIRUTURO crushed, use the pump. The

When you are feeling nearly СУКІВВЕЧИ: EUREKA

USIEUI AUI PIA the abbey — then GO from abbey

:NAIRUHTAA EUREKA

correct key for unlocking. MUNROE MANOR:

MISTERY OF memo and report, to enter the

For wedding bells, drive with HAMPSTEAD:

eggerms e un eourepmô funcio rot

possible to travel beyond the With the Mark of Kings, it is EXODUS ULTIMA 3:

deel gid a tot bnew a to find Khadim. Get a hero to wave crucifix on the contents of a coffin

Haldir's music and olded hinges will HEROES OF KARN:

MAZAM — bas, anthro end woted THE HELM:

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ADVENTURER OF THE YEAR!

Next month I will be revealing our of the Year! It has struck us all at amount of adventuring talent amongst our readers, and many are very generous with their time in writing in to provide help for

There will be a fantastic prize for read on to see just how helpful and adventurous our readers are

from Bob Shepherd, of Whitwick in Leicester this month. It contains

solutions in the form of lists of Tam sending this book binder to you, as I consider your magazine section," writes Bob. Over the past

few years I have read your section eagerly looking for clues to helm me, and quite often they have. So I would like to return the help in the form of a present Play by phone adventuring

seems to be Bob's speciality, as he has had help in his task from two friends, Rod Jones from Derby. and Nick Carter from Southampton. "We have finished a putting these in volume two

Thanks Bob, Rod, and Nick, and

ADVENTURE CLUES

This month's close come with or elp from: Andrew Bethel, Walsall Barnsley, Stafford; R. Jennings. Kenton; Christopher Waite. helmsford; R. Strange helmsford: Daveid Stin Smethwick; Mark Chan, East Sheen; John May, Rochdale: John Manifold, Ulceby: Marco Kelly Bathgate; Jason Nicholls, Bradford; and Guy Coleman, Stratf-

Machine: Spectrum 48k Supplier: Atlantis ● Price: £1.99

The Marie Celeste of this adventure is a nearby planer. You board the pirate ship treasures hidden aboard, locate the

ies apparent that although, at first,

As you begin to explore, it soon

the ship seemed deserted, you are not android appears, hypnotises you, and problem is to figure out how to escape Once you have required your

freedom, a means must be found to will be back. The solution may eventually come as a shot in the dark

One or two unusual items have their home abroad the ship. What would you make of a picture hanging in the captain's cabin? A holographic image of his mother, a sight so ugly that even the

seasoned pirate would be snace better, as the smell in there is enough to

Treasures are found in the most utiusual places. Obviously the crew's

them to hide their valuables where they hoped no one else would find them. But

Marie Celeste has only crude graphics. The other unusual aspect of the game is its ability to accent whole sertences documented, and caused me quite a headache with one problem, until I discovered its existence

On a final note, if you've played Strange Odyssey by Scott Adams, you may experience a little Deia Vu - there Steve Donoghue

● Vocabulary Atmosphere • Personal

Machine: Spectrum 48k Supplier: Ariolasoft/Ram Jam

• Price: £7.95

Villagers in Hapshall, south of the mountains of Mortran, are disappear Xyradd called Trantoss (Oh no! Not a Xyradd') is spiriting them away. His powers must be stopped by destroying this dangerous guest. So a local thicko called Lobo and Scam, a shady character, are persuaded. You are they, in this game. As well as

being able to SWAP between the two characters, there are some novel commands in the increasingly popular that there will be some frustration in

managing to carry all the objects

reminiscent of Lord of the Rings

especially as there is a type-ahead buffer of one character, and a navry delay before input is accepted, after the text has screened. This quirk succeeds typing rhythm, and causes lots of

Eventually, the adventurer is set on his way with the help of a stranger, who the forest to the edge of a ravine, and promptly disappears. The forest turns out to be a mape, with self-sealing exits

If the text is slow, then it is compensated by the speed of the and flash on the screen instantly. What's detailed - as good as you are likely to encounter on a Spectrum. The whole

graphics occupying a vertical third of The problems are not easy, and whils



vocabularly, both input recognised and the command is invalid, or the action can

● Vocabulary be performed later. The poorer features of the game are a

make for a good, and somewhat uno Keith Campbell

 Atmosphere Personal

 Machine: BBC B and Electron Supplier: Robico Software Price: £8.95 Cassette, £11.95

Project Thesius is the sequel to Rick Hanson (reviewed in C+VG as Assassin). Taking the title role, you

The enemy are up to their old tricks again. They've got a team of boffins working away on an island, to perfect completed, who knows WHAT damage it could do

Your orders are brief find the AWS development centre, gather as much and escape — presumably to enable the

The game has a rather violent feel in places — the author is very proficient at first fifteen minutes I'd been dashed to booby-trapped chest and shot by a tripper-happy woman with a rocket

There are three mazes in the game The first is through a decaying, though

pity, for the problems look as if they

make it to a rendezvous in time. The program rurs in mode six, and the player can tailor the screen and text colours. There is a vast amount of text -each location has upwards of five lines

And the third maze? That comes in the final stages of the game. Whilst being chased by an armed guard with tracker dogs, you must cross a mined beach to reach a jetty. My lungs were bursting as

platform, which suddenly ENDED! The Hanson fashion I crossed my fingers and

The game is thoroughly polished. It has a slick feel, and — more importantly is fun to play. I never felt that the task

Jim Douglas

Vocabulary ● Atmosphere • Personal

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HDUENCURE

Machine: Commodore 64 Apple, IBM PC

O Supplier: Telarium

Price: £19.95 (disk only)

Restaurateur Victor Kapp is found murdered in his luxury apartment, the day after his wife is released found in a delirious state, a gun close by. And only the day before for a consultation.

I, of course, am Perry Mason, the world-famous criminal lawyer I now have to clear my client in the ensuing court case. Luckily, I have the help of Della Street, my legal assistant, and Paul Drake, a top-

So I head for the scene of the crime, and spot some useful evidence that the DA's men have missed. I sneak them into my pocket, unnoticed by the antagonistic Holcomb. Being a thorough sort, I not only examine the toilet for clues. I flush it, and get the reply: "Water flushes couter

clockwise, as it does with all toilets A visit to the prison, where Laura Kapp is held pending trial, is not Laura is somewhat incoherent, and has only vague memories of her visit to Victor's apartment that

night. ght. Meanwhile, Paul has been working hard on my behalf, and back at the office. There is certainly no shortage of

suspects. Could the murderer have been one of the six on the guestlist for the apartments that night business partner, or the selfgave his food a personal rating of one? Or perhaps the attractive him during his wife's absence? Time to go to court, and this is the

real test. First, the expert witness are introduced; the police chief who conducted the investigation ballistics expert, and medic. Then come the personal friends and associates of the deceased. It is the trial that forms the mair part of this unusual game. I hesitate

to use the word 'adventure', for although the game is very definitely in adventure format, it is not the type where you move from place to place at will, solving many different problems. There is no point in drawing a map, but note-

THE CASE OF THE MANDARIN MURDER



taking is essential. The objective is to get an acquittal, and, hopefully,

Thus the game takes a very

objections when the D.A. is asking This brings us to the packaging. double-openings flat folder.

complete with lawver's handbook. from "Epicure Today", and even a

The vocabulary used at the trial

To guide you in the syntax of

Unfortunately, the ser

response. disk starts whirring, indicating that that is inevitable in a game of this complexity, and, if a little trying at times, is far more tolerable than in a action is the keyword. Here, you

This is a graphics game, but the

Throughout the trial, you can call scenes to gather last-minute

So how am I making out as a lawyer? So far I have managed to

Perry Mason comes on two

Keith Campbell Vocabularly

 Atmosphere Personal

Machine: Commodore 64 Supplier: CRL ● Price: £8.95

Pilgrim is an original machine-

The land of Meridian has been pillaged, vow to seek out the Guardian of Meridian, said to live deep in a mountain. You awake in

Not difficult, nor particularly confidence, and give him the general drift of how to approach Pilgrim makes good use of the command EXAMINE, and this is essential ingredients — the element of surprise! It also teaches

The text is very descriptive, and tends to overdo the narrative in "empty places". Thus the player can easily become convinced there is something sinister behind

This, coupled with a tendency to makes Pilgrim a little

Setting out, then, our hero must first explore his village. There are quite a number of potentially fatal

are well handled, for good warning moves before death finally strikes. With a bit of quick thinking, there is a chance that the danger will be overcome before the player

saved game, or start all over again around and get a remedy, if he is

On through the village, and that you are not alone - another

same thoughts as you! There is a lake, and a logical but, perhaps slightly obscure one near a cliff

All in all this is a game that should please those who enjoys a Ouilled) and rarer still, to see one

Let's hope the store buyers, who without pictures, and who influence adventure playing far restricting availability, will have

Keith Campbell

Vocabularly Atmosphere

ULTIMA IV – QUEST OF AVATAR

Machine: Commodore 64,

Supplier: US Gold - All American Adventures ● Price: £14.95

This is the game currently taking America by storm! Ultima IV adventure game or an arcade-style game - it's really a blend of the

The setting is the Empire of Britannia, ruled by Lord British, to whom the authorship of this game is attributed. The Quest of Avatar is the search for a new standard of life for which the people of Britannia may strive. The search,

Your quest opens on a warm a stream, you sit down to rest. under the shade of a willow, and close your eyes. There is a high

This opening sequence is in

narrative form, and it continues by the History of Britannia. The book is

Back at the commuter you continue your pleasant walk, and game. Laying down tarot-like cards in pairs, the old lady asks you

character is assessed, and then you window of a small part of the map. centre, and the map moves under

Commands that can be entered with a single character keystroke. which the character stands. The

about himself, and ask you what There is plenty to do in Ultima IV. so much, in fact, that it is contained on two double sided

animation, there are sound effects

The day is warm, yet there is a cooling breeze. The latest in a series of line property of the latest in a series of the latest in a series of the latest in a series of the latest in all directions.

This is an absorbing game with adventures, and dedicated purists occasionally from the orthodox ext/graphics adventure format

Keith Campbell

Vocabulary Atmosphere Personal





HDUENCURE

Machine: Spectrum 48k Supplier: Atlantis ● Price: £1.99

for a review must be a critical This is a game that typifies

Ouilled games at their worst The recognised vocabularly is the vocab rating, too, "I can't" is just Ouite often a player will have a

is required, or the player is left wondering whether it is the vocab



The plot covers the journey of

ten years. As Odysseus, you mus set sail in a galley anchored off a ous back to Greece after the beach near a burning Troy, and problems are quite logical, and fairly easy - but are just enough to make you pause and think awhile. barring my exit, I tried, many ways

Pity — could have been a really good game. I suspect that had it datail would have been covered Keith Campbell

Vocabulary Atmosphere
 Personal



Oh, what a jolly wheeze. Those frightfully good eggs at CRL and St Bride's have come up with absolutely spiffing prizes for all you chaps and female chaps out their in C+VG land

The Very Big Cave Adventure is a cracking spoof on Level 9's Colossal Adventure. It's lots of fun to play and is packed with jokes, terrible puns and lots of devious

If you've played Bored of the Rings, you'll know what First prize is the original artwork for the game plus a

copy of the adventure. The next 30 runners-up will get C64 copies of the game plus a special promotional poster. Right, here's what you have to do to win. In The Very

Big Cave Adventure, Trixie Trinian, the schoolgirl heroine of the Secret of St Bride's, is your escort through the twisty passages. We want you to draw or paint what you think Trixie Trinian looks like

C+VG/CRL The Very Big Cave Adventure

The closing date for the competition is June 16th and the editor's decision is final.

Send your entries to The Very Big Cave Adventure Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R3AU.

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TI Owners I know you're out there. Top games at low clearance price of £2 each. Kong, Pengi. Roo. TNT, and pixty more. Basic and extended games available. Send SAE to: SP, 16 Russell Avenue, Dunchurch, Rugby, CV22 6XP.

64K MSX computer plus 17 games including Yie Ar Kung Fu 1 and 2 on carrindge plus Alien 8. Nightlore plus joystick plus £35 data recorder plus magazimes, will sell quick for £95. Fel: Ashstead, Surrey on 72003 after 6pm or to see computer come to 35 Darcy Road, Ashstead, Surrey

48K Spectrum plus DK Tronics keyboard plus tape recorder plus £380 worth of original games. Worth £580. For quick sale £200 ono. Tel: 01-979

Amstrad CPC 464 computer Amsoft software package also included in the ofter are top games; Raid, Yie Ar Kung Fu, Sold a Million. DT Supertas Bruce Lee plus 22 other good games. All of this worth over \$300, will accept \$210 (no ofters). Cash only plus buyer collects. Tei: 01-767 1864 between 10 30am-5 30nm

Wanted software for Spectrum 48K and Commodore 64. Send list and I'll make an offer. Software must be original. Write to: John Quinn, 3 Oxford Close. Hensingham, Whitehaven, Cumbrie, Case a list.

Sell 48K Spectrum £250 software, hackers pack. cassette recorder, joystick on/off switch, interface and magazines. Value £500 sell for £200 ono, Write to Scott Fillies, Keepers Cottage, Scannish.

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Atari HCS software for sale or swap (disks only), Phone: (01) 266326 or contact 192 Landen Road, Ballyfermot, Dublin 10, Ireland.

Commodore moden for use with Compunet, Prestel, Micronet, etc. in original box, 225. Phone/ Rotherham (0709) CBM 64, will swap games for CBM with people everywhere. Disc only! Send list to: Ivar Frolich, Alle Gaten 11, 5000 Bergen, Norway, Write soon!

Commodore 64 plus cassette recorder and £400 worth of software including Paradroid, Ballblazer and Fightnight for sale. Price £280 ono. Write to: Steve, 2 Lonsdale Road,

Atari Games for sale or swap. Hacker, Last Starfighter, Last V8, GT American Road Race, Chimera, Mercenary and marry more (cass.). Phone 01-328 2246 for lan or Mike

Amstrad penpals wanted to swap software. Write to Dave Harrison, 2 Russell Street. Bishopl Auckland, Co. Durham, DL14 7PT.

MSX Toshiba home computer with cassette recorder and over £120 worth of software £160 ono. For details phone Harlow (0279) 39338 after 4pm and ask for Daniel.

Spectrum 48K, VTX 5000 modelm, programmable joystick interface, quickshot 2 joystick and over 30 software titles. All in original boxes. A few months old, worth over \$300. For sale \$180 one, Phone: 01-729 2014 after 6pm anytime weekends. Ask for Jason 4500 feet and the form anytime weekends.

Bargains galore! Atari Computer software cassettes and cartridges. Antic and Analog magazines, Atari books at 'snip' prices. SAE to Alan Watson, 38 Hummersknott Avenue, Darlington, Co. Durham, DL3 8LG for lists.

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Atari Owners/Be certain that you don't erase those valuable disk games. Buy The Chip Gods games of the control of the control

Look!!! 48K Spectrum with manuals. Kempston joystick and interfiace, cassette recorder magazines and over £140 worth of software, including Winter Games. Sabotleur. Exploding Fast, Allens and Nightshade. All in mint condition. All worth 2300. Sell for £150. Phone Coventry (0203) 662611. Ask for Daniel.

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cheque, SAE plus 40p recorded
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BBC B+DFS, 100K disk drive, 452 Cub — Monitor, Tape Deck, Blank Disks + Cabinet, over 100 games. Many books + Mags + Speech Syn. dust cover, monitor plinth + leads. Offers around £800. Tel: (0727) 23540

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Atari games for sale. Disks and cassettes. Up to date releases. Very reasonably priced. Send SAE for list to: S. Johnson, 2 Torrington Road, Liscard, Wallasey, Merseyside, L44 TI99I4A games for sale.
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each. Offices but Goodles 1 and
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Atari User group invites other Users and groups to contact them with a view to exchanging ideas and software on disk. We particularly would like to hear from users in USA and around the world. Contact: John, 26 Bromley Gardens, Parkside, Houghton Regis, Dunstable, Bedfordshire, England, LUS 548

QL super game and sprite generator by digital precision on cartridge, cost £25. Also the 'QL Compendium', featuring over 30 games, cost £8. Both items are brand new, never used, and in perfect condition. Offers please on Sheffield (0742) 331729, ask for Piichard.

At last system 15000 answers on one sheet. All telephone and code numbers supplied to solve this game. Send 50p postal order plus stamp to: T. Scrivener, 14 Upton Dene. Grange Road, Sutton, Surrey, SM2 RTA.

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Tryx and Zephoid two original games for the BBC B 1.2 OS played in 100% MC. Available on 40 track disk only. Send PO for £5 to. J. O'Dowd, 5 Hall Street. Oldswinford, Stourbridge. West Miclands, DY8 DJE. Please allow 25 days for delivery. For Sale Spectrum plus Data recorder and £190 of software, £75 ono. Tel: 061-798 8241.

American software for CBM64, Track in Field, Gyruss, Park Patrol, Zone Ranger, Star Wars, Jungle Hunt, Dino Eggs, Genesis, Battlezone, Karate Devils and The Heist. 23 each from US imports. 26 Hilliside Rioad, Marlow, Bucks. SL7:3JE.

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Commodore 1541 disk drive, absolutely brand new and unused. Boxed, unwanted gilt, sell for £110 ono. Phone: Wweman at 01-724-2240

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rattacus is an interactive alike, whose only chance for Kyne is controlled by the

number of their popular program for the Amiga. Hacker delves into computers and spies. You have been able to gain control over a strange subterranean device information in order to save the

Those familiar with the game will be astounded at the detail

and depth of the images on

Character animation is smooth and quite realistic, owing in part to the hardware sprites as well as the multi-colour shadings. Sound effects are excellent and



American private eve. One of your clients wants you dead, and to stop that from happening

mouse-activated compass for picked up onscreen and kept in a

needed Commands can be typed, or joined together from a list also placed onscreen. For instance, you can "show the gun" by pointing to SHOW (or typing it)

Those looking for high-quality text adventurers will be happy to hear that many of Infocom's line is becoming available. One of the first to come out is the 128K A Mind Forever Voyaging. This become a human-like computer of paraphernalia enclosed in a book-styled box makes this a game to really sink your teeth in

Electronic Arts has made a significant commitment to the Amiga, releasing a near-flood of game software. Those programs Archon is a combination of

battle and chess. To win the right piece with your own. Strange

pop right off the screen and into game arena. Sound taken to the max really makes you part of the do is to take all the best said

Arctic Fox is new, and continues the tradition of its flying

Again, animation moves at a better not take your eyes off the

programs coming out for use with telecommunications, design and capabilities of the Amiga, it's no

Manufacturers Information:



various movements and the two buttons. Walk, run, draw your

There are over 30 different passageways and ... but more

about ten times that of the small pixel-folk we've grown accustomed to. Everyone speaks

Sound effects are minimal, but good. The folks at Psygnosis menu that lets you change game in process or even let the

"movie mode". Activision has translated a



on. This is one game best played.

Mindshadow and Borrowed Time are both text graphic adventures featuring limited animation and a good (though far from great) parser to understand your typed-in commands.

Mindshadow has you deserted upon a desert island. Far worse, you've lost your memory!

translated include Skyfox, Seven Cities Of Gold, and Archon.

controls to aid you as you take on to head with the mother-ship.

firmly on earth as you must and conquer unknown lands for

Pier Head, Liverpool L3 1BY

★ Letter from AMERIC

Here at C+VG we think the Atari ST is the sexiest thing to happen to computers since Samantha Fox. Marshal M. Rosenthal, C+VG's Stateside spy, is pretty impressed with the machine too. Here he looks at some extra bits for this extra special machine.

uying a new computer is often the start, not the end of hardware purchases. It may have amazing software, but a lack of peripherals can eventually lead to a ho-hum attitude.

The Atari 520 ST possesses a very small price tag when you consider what you're getting. A disk drive and monitor. The new 1040 even adds more memory (1 megabyte) and puts a

double-sided drive inside the computer. But what about add-ons?

The sword of low price is double-edged, for few will be willing to pay for a peripheral that costs more than the computer did.

Fortunately, companies are developing hardware that doesn't strain your pocketbook. Exciting products that enhance the ST. without sacrificing quality for cost. The first proof of this comes from Atari in the form of their 20 megabyte hard disk drive

A hard disk is akin to trading in your bicycle for a rocket car. The case contains a magnetically coated platter which spins in excess of 20.000 revolutions per minute. This enables information to be located and accesssed incredibly fast, in fact you could fill up the entire memory of an 520 ST in less than one second.

"Power Without the Price" still holds court. Most drives of this type sell in the thousand range, but Atari's retails for \$600.00

The drive doesn't need any add-on controller or interface card either, because this has already been built into the ST. It also takes its power from the computer as well.

Consider the ease in which you can access information. with the equivalent of 20 double-sided double density disks right there at your mouse/fingertips.

One iustifiable complaint about the ST is that it doesn't know what day it is until you tell it. The internal clock that stores this information, as well as the time, goes dead every time you turn it off.

It can, with a little help from Soft Logik's LogiKhron clock cartridge

The ST checks to see if there is a card inserted when it's turned on, and loads in the correct time and date before displaying the GEM desktop. Retail cost is \$49.95

One of the advantages of the ST machines is their compactness. No bulky secondary box containing circuit boards. RAM chips. disk drives and the like. But it's also true that your desk can get a bit messy, what with the many wires from the various components and their power supplies dangling every which way. So to the rescue comes the ST Work Station (Miller Computer Products)

is that now you've a stand for your monitor, as well as a shelf which the ST can slide under for the night. Two disk drives, and their power supplies, fit into

The first thing you'll notice

why settle for a mouse that looks like a lump of plastic? The Mouse House (also from American Covers) envelopes your rodent in a warm covering complete with a pair of beady eyes and whiskers. You'll never have to tell anyone what to call it again. Retail cost for both Mouse and

use one of the spaces for a

The wire frames make the

unit appear to float serenely.

and consider what you could

now that you've got your desk

back. The Work Station retails

If a rose is a rose is a rose

do with all that free space

hard disk instead.

for \$95.00.

Mat is \$9.95. (What!?! Ed) Those who prefer an uncluttered workspace will take to the Mouse Pocket. from Kensington Microwave. The plastic pocket attaches the velcro to the side of the monitor, making for a safe storage spot for your mouse between sessions. The Pocket

retails for \$15.00. There are a number of telecommunication programs out for the ST, but they're pretty useless if the computer isn't hooked up to a phone modem.

You could shop around and try to adapt some model to your needs, but a better solution would be to use

QMI's 520 ST Modem. This plugs directly into the modem port and, surprise, the connecting cable is included (eliminating one of the usual "extras" you're forced to purchase).

The modem operates either in 300 or 1200 baud, has L.E.D. displays, and attaches directly

recessed slots in the front. Or into the telephone line. It's Haves compatible (a semi-standard here in the states), and retails for just

> Hippopotamus Software is releasing their ST Video Digitizer. This is a self contained device that attaches to any composite NTSC, PAL or SECAM video source, such as a t.v. camera or video

The Digitizer then creates 2 1/60th of a second "snapshot" by locking onto a single video frame, which is

cassette recorder.

The Digitizer plugs into the ST's printer port and so requires no special, or costly,

The black and white unit will retail at \$139.95, with the colour model to probably be under \$300.00.

Hippo's ST Sound Digitizer also plugs into the printer port, with a microphone plugging into the device. Sounds can be modified and played back as high quality "digital" files.

A one-megabyte ST will support up to 40 seconds of continuous sounds.

The unit comes with all hardware and software needed, and retails for

Who knows what will come next? Some products are just around the corner, like Hippo's household appliance controller that enables the ST. to automatically control just about everything around you. Others, like CD-ROM players and colour plotters, are on the horizon. But it's safe to bet that they too will succumb to "Power Without the Price."



















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Atari Games, eg. Mercenary. The Goones and more Brand the comment of the Warned The Goones and more Brand the Comment of the Comment Missile Comment of the Comment Missile Computer. Any VCS games Also stuck on Dallas Quest. Mercenery, Goories or the early part of Hitch Hikers Guide (Infocom) Heigh for less than 50g (Inf

All the top C64/128 games to swap against even newest software (I want Midi Soft) or sell on disk or tape. Write to T. Blanchot, 57 Rue Des Fougeres, 57070 Metz, France.

Spectrum Software swaps and sales. (Originals) JSW, Jet Pac, Trashman, Tizer, Astro Blaster, Vu-File, Starstrike, Plus about 100 more Great games! Cheap! Don't miss this. For a list send a tape to David Dutfly, Main Street, Headford, Co. Galway, Ireland.

Hello, this is SIF. Send me your list of games for the Spectrum 48 or CBM64. Every letter will be answered, write to Thor Klokk, Hellig Olausgt 55, 6000 Aalesund, Norway, Hurry Llot

Commodore 64 games International Soccer £2 99

International Tennis 52.50, International Tennis 52.50, International Basketball £2.50, Depits £2.50, Spirit of the Stones £3.50, Racing with P. O'Sulfivan £2.50, Fire Quest £2.50, Pinball £2.50, Wazard of War £2.00, A. Biggs, Staverton Road, Hornchurch, Essex, RM11.2DH.

Atari disk owners, super Zaxxon on disk, no packaging or literature hence only £5. Cheques made payable to S. Chell, 5 Marsh's Paddock, Hickling, Meiton Mowbray, Leics. LE14 SAQ.

Commodore 64 with data recorder and joystick, over £200 worth of excellent games, including Kung Fu Master, Commando, Bounty Bob, etc. Everything in mint condition. Cost £440, self for £200. Phone: 096784 225 evenings.

Spectgrum software club hire games for as little as £1 membership, £5 life. SAE for details, Camelot Software Club, Cae Ymryson, Caernarvon, Gwynedd, LL55 2LB Bedfordshire Atari User Group wishes to contact others in UK and overseas. Swap programmes and ideas. Write to John, 26 Bromley Gardens, Parkside, Houghton Regis, Dunstable, Beds. LUS 5RL, England.

I want you to swap your brand new Commodore 64 software against mine, English. American and many other games and utilities on tape or disk. Write, send lists to Thomas Holzner, Linkstrasse 13, 8000 Muenchen 45, West Germany.

CBM64 I have the newest games from the USA and Holland to swap. (Disk only). Write to Sune Pajtersen, Matias Claudius STR 9, 2390 Flensburg, West Germany.

Atari 800XL, 1050 program recorder, two joysticks, and games, sell for £120 ring 01-640 4883. Mon to Sat. ask

BBC B OS 1.2. Boxed with cassette recorder, Kempston joystick, light pen with all leads. Also with books, magazines and 40 originals including Knight Lore, Alien 8, Repton, Hobbit, Manic Miner and many more. Worth £900+ will sell for £360. Phone: 0383 725903.

Commodore 64 osftware to swap many British and American titles to swap. Phone Kieran on 061-776 1370 or Craig on 061-775 2778, only decent offers please.

For sale CBM64. C2N tape deck. 1541 disk drive. MP S801 printer, joysticks, Currah Speech Unit plus over £2500 worth of software. £500 ono. Tel: Mike Plowman, Bicester 245711 during office hours.

For sale Epson LX80 printer in excellent condition with Atari interface but will work with almost any computer. Also Atari 810 disc drive. Call Robert on Rossendale (0706) 214449.

Spectrum 48K software, large range, from 99p, many popular titles all new. Send SAE for list. 32 Stavertion Road, Homohurch, Essay

Atari 400/800/XL/XE. Cassette games to sell or to swap if interested write to R. A. Long, 14 Dorset Drive, Edgeware, Middx. HA8 7NT. (England). Atri ST version of Zork 1 by Infocom for sale. Hardly used. Write to J. William Hern. Woodside of Horner, Kemnay, Inversite, AB5 0XT, or phone 0467 42536 (evenings).

CBM64 wanted Quill and manuals to swap with Revs tape originals only please. Write to: lan, 12 Clewer Avenue, Windsor, Berks. SL4 3BQ.

For sale: Spectrum 48K. Murphy data recorder, Kempston interface and Quickshot II joystick. Lots of software. Altogether worth voer 5300, will sell for £150 cm. Will sell as one or as seperate letems. Phone: Wakefeel (0942) 375563 after 4pm weekdays or anytime weekends and ask for Anthony.

Atari software wanted disk or cassette also some software on cassette to swap. Tel: 031-661 3411 before 8pm. Also swop Atari 800XL recorder software for QL. BBC cash equivalent.

For saleBBC B OS 1.2 with Ferguson Datacorder and voltmace 3B joystick, various software including Tapper, Top Ten hits, 5270 ono. Tel: West Drayton 440622.

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Commodore 64 owner wants to swap software. Large collection, disk only. No time wasters please. Send your latest list to Eddie Hall. 28 Welbeck Street, Princes Avenue, Hull, HU5 3SQ.

Amstrad CPC 464 owner willing to swap software with anyone. Girds don't be shy, a friend reckons I won't get a single reply from a girl. Write to Stephen at 34 Alicia Avenue, Kenton, Harrow, Middlesex, HA3 8HS, Please send list

Atari software to swap. Especially interested in Demo's. Games including Eidolon, Karateca G.A.D. Write to Aaron Hardwick, 171 Bulkington Road, Bedworth, Warks, CV12 9ED.

BBC micro owner wishes to exchange information and ideas on software etc. I have approx. 200 titles on disk and tape. Write to Mark, 5 Sunnyside Walk, Aberdeen, AB2 3NZ.

Atari user wants to exchange software with user in European countries, UK and USA. Send list to Jose Francisco Callejas, C/Albalate Del Arzobispo, No. 2, Madrid 28018, Spain.

 CBM 64 games to swap on tape, including Rambo, Hacker, Winter Games, Frank Bruno's Boxing, Commando, elite, Spy Vs Spy II. Christer Henriksson, Flemingsgatan 20, 10600 Fkenas, Einland

CBM 64,will swap games for CBM with people everywhere. Disc only! Send list to: Ivar Frolich, Alle Gaten 11, 5000 Bergen, Norway. Write soon!

Commodore 64 plus cassette recorder and £400 worth of software including Paradroid, Ballblazer and Fightnight for sale. Price £280 ono, Write to: Steve, 2 Lonsdale Road, Newton Abbot, Devon.

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Amstrad penpals wanted to swap software. Write to Dave Harrison, 2 Russell Street. Bishop Auckland, Co. Durham, DI 14 7PT

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M.S.X. Toshiba home computer with cassette recorder and over £120 worth of software £160 ono. For details phone Harlow (0279) 39338 after 4pm and ask for Daniel.

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Amiga!!! I have this maga-fantastic dream computer and have already a great software collection but I want more. So I'm interested in swapping programs with other owners worldwide. Roger Zens, Hunsdorfer Weg 27, 4224 Huenxe 2, West Germany.

Spectrum - 48K with cassette and printer and £140 of software = £110, MSX, Toshiba HX10 64K computer with cassette recorder - £50. Philips colour 14* remote control TV. Ideal for computers - £100, Tel: 01-501 3616.

Atari cassette software, all original, Huck, Spiderman, Attack of the Mutant Camels, £3 each. Super Zaxxon, Blue Max 2001, Bounty Bob Strikes Back, Smash Hits 4, £5 each. Phone: Bedford (0234) 788599.

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Vic-20, C2N, 15K RAM (switchastle) Guickshot II plus thriteent cartridges — Omega & Rat Race, 4 Adventures, Sargon, Machine Code Monitor, Many tapes — Sub & Tank Commander Matrix, Star Defender, Arcadia, Rockman, plus Mastering the Vic 20 (book), Cost 1600 + Self for \$170 ono. Call Clive on Lution 0582 505646 6pm-8pm.

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Atari programs for sale from £1.50, disks cassettes, and cartridges also US Doubler Chip. Tel: 0026 215612

Commodore 64 for sale with C2N tape player and an micro hip joystick worth £22, also includes about 25 magazines, the computer is boxed as new complete with manual and all leads, will sell for £180 ono. Please Phone: Framinham Earl 19936) 3517. Ask for Vincent please.

Sharp MZ700, Amstrad, Spectrum, new exciting games ten pack, priced £2.95. Cheques payable to Scott Carey, Pacetapes, 40 Bainton Grove, Clifton, Nottingham,

Spectrum software for sale tiltes include Gunfright, Westbank Commando, Hypersports, Spy Vs Spy, Ghostfustors, Gremling Shadowlire, Decathlon, Fist, Skooldaze, Scrabble, JSW, M' Mole and many more Mastertronics all half price or less, Phone: 0733 208615. 2000

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For C64 users, many new titles on disk and tape. Prefers disk but will take tape. Please write to me at: 17 Sandon Grove, Rainford, St. Hetens, Merseyside.

Win the Pools! Our fantastic program will help you to predict the Winners Spectrum 48K only 53.95. MSX Art — plus many features 11.99. BBC B software Sella Strategy game on disk 53.95. Send cheque/PO to Sycosoft, 13 Herne Rise, Illminister, Somerset.

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Atari 64K 600XL, 1010 recorder, joystick, games ie. Pole Position, Computer War etc., lots of other games, book mags plus touch tablet, light pen, Worth over £500 sell for £180 lot, Phone. (Blantyre. Glasgow 828777) ask for Allan.

I am an Atari owner with cassette recorder and disc drive. I have hundreds of titles on both cassette and disk and would like to contact other Atari owners to swap games etc. Phone: Mark Topping Bath (0225) 29778.

CBM64, 5 months old plus data recorder plus Kempson josystick plus dista cover plus C350 worth of original software including: Elle. Meccenary 2, Summer Games II, Patton II Exploding Fist, Spy Vs Spy II. Commando, Paradroid. Little Computer People, Impossible Massion plus 33 others. Worth E575, sell for £400 or swap for Amstrad CPC464 colour or CPC 128 (colour or Green screen) plus quames. Phone Tring (044292)

Steinar Lund is an artist with a very odd sideline. He paints computers. Not pictures of computers stupid! He actually paints the machines themselves. Here Steiner tells you how it's doneand we give you a chance to win a Lund original of your very own!

hen starting to customise a computer I work out a design in requirements, and submit it to paper. Once a design has been finalised, I transfer it to the computer using transfer paper which can be bought from art shops

Before starting to paint I mask off all the connectors and cover all the electronic components with paper and masking tape, and remove the section to be painted

As enamel paints are opaque I do the backgrounds first then paint symbols or other subjects on top, having cut any masks separately so as not to mark the

surface of the computer. Enamel paints take quite a few hours to dry, so plenty of time masking film, otherwise the initial

coats of paint can come off when When airbrushing I always use

a face mask to protect my lungs from the dust. I got mine from an industrial supplier, although some hardware stores also carry

When I paint a computer I use Humbrol enamel gloss paints which can be bought from modelling shops. When



CUSTOMISED

COMPUTERS

use the clear sticky film which is paperbacks as a masking film

is not sticky enough. I use a Devilbiss Aerograph Super 63 airbrush, and fit a splatter-cap to achieve a "stone" effect. To finish off. I spray several layers of Humbrol Clear Polyurethane to





clean my brushes and airbrush. I



teinar Lind was born (well almost) in Bergen, Norway, 1954. After running a home for lost wooly hats for ten years he moved with his family to the port

In 1981 Steinar became involved with the computer games industry when he was covers for Rod Cousen's Quicksilva Company. He then

attended computer shows in order to introduce himself to other game companies, one of which was Llamasoft. After a further meeting, Jeff Minter comissioned

Metal). Jeff noticed that the lead

guitar..., why not custom paint

Sheep in Space. While at a Dio concert (Heavy guitarist had a custom painted

computers too? So in the summer of '85 Jeff asked Steinar to paint an Atari 130XE with suitable subject matter -- camels, stars etc. This was followed by an Atari 520ST, two disk drives monitor, and mouse, with special attention to Colourspace which

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			omised by Steinar L	

Spectrum keyboard to draw your designs on. Go mad. Let your imagination run riot. And if you're the winner, Steinar will attempt to transfer your design to the C+VG Spectrum.

Send your design to Computer + Video Games, Customised Computer Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is June 16th, normal C+VG competition rules apply, and the editor's decision is final. Don't delay — start designing toda:

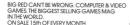
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Big Red has either stamped on my local newsagent or Mellissa has run off with him. Either way I'm having trouble getting hold of my monthly copy of C+VG.

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Editor's Reply, I'm afraid Big Red can get a bit out of hand, and as for Mellissa well there's no accounting for taste. To ensure you

don't miss a single copy of C+VG, why not take out a subscription. We guarantee that you'll receive 12 months' issues, posted direct to your door on the

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*T.5.1.-TOTAL SENSORY IMMERSION GAME'-







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Made in the 12th Century AD, they are the largest collection of early chessman found in Europe and have been described as the "outstanding ancient chessmen in

The 67 pieces of the set can now be seen in the British Museum.

Pann,	Bish	op.	King	V	icar.	
Prince,						

C+VG/CDS Colossus Chess 4 Competition

Name____

Address

Please say which computer you own and whether you want cassette or disk,

Commodore 64 □ Cassette □ Disk □ Amstrad □ Cassette □ Disc □ Each of the human figures were originally thought to have been

made in Britain or Scandinavia. The resin replica is molded from the originals. The pawns are 2 inches high and the other pieces vary in size between 3.25 inches and

Here's what you have to do to win. Printed on the lyta er the names of varous chees pieces, most gernates, some not. We want you to circle the false ones and send your awwers, together with the printed coupon, to Colosso Chess' 4 Competition, Computer+Video Games, Phroys Court, 30-32 Farringdon Lane, London, ECIR 3AU. The Coling date for the competition is June 16th and the editor's decision is final.







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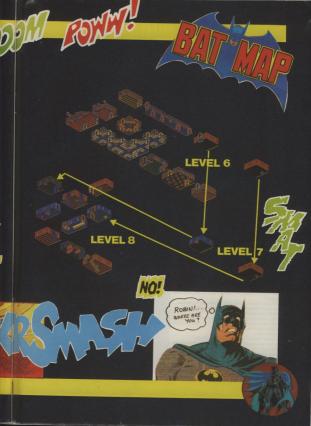
THIS INDUSTRY
MANY THANKS TO ALL
OUR READERS

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HINTS AND TIPS

Batman is the game which out Ultimates Ultimate — 151 screens of amazing graphics, packed with

puzzles, problems and devious tricks. Jon Ritman, the man responsible for this marvellous offering, has taken pity on all you Batmans about to be driven Batty by giving some hints and tips to help you progress through the game. It was really amazing to see how readily Jon agreed to help after Big Red threatened to sit on him. But he's not giving the whole game

away. Some of the advice is very general and should help you at different stages of the game. First the plot. Boy Wonder has been kidnenned Was it the loker the

Penguin or the Riddler who was responsible? Before Batman can find out, he must find and collect the SEVEN parts of his Bat Craft which have been scattered through the screens So it's off to the Bat Caus to start the game.

Bungling Butlers

Alfred, Batman's faithful butler, has bungled. He's hidden Batman's special gear. Without these four items neither you nor Batman will get very



far. They are Bat Boots, to help Batman jump, the Bat Bag, for carrying items, the Low Gravity Belt.

which allows the Caped Crusader to fall slowly without killing himself, and the Rat Thruster, which allows Batman to move sideways as he falls. Fach item is in a different screen. protected by a Bat Guardian, Batman

can pick them up and use them for a further advantage. To do this you must stand on a brick next to the effigy. You can then walk onto it and nick it up. If you then press

must dodge these to get the items. Crafty Bat Craft Clues Take a good look at the exploded view

of the Bat Craft at the beginning of the game. Make sure you can recognise the individual pieces. They are hidden in some awkward and apparently inaccessible places. One section is totally hidden from view

Everytime you manage to collect a siece of the craft it is transported to a launch pad and automatically assembled. Once all seven pieces ha been found. Ratman must find the launch pad - situated at the top of the tallest building - and get in the

craft and face forward. Invaluable Effigies Scattered around the game are many

miniature Batman efficies. They all look the same but each gives Batman special powers.

powers - but only for a total of ten jumps. Another gives Batman invulnerability against the avaricious creatures and perils of the game - but only for 99 seconds. There's also an effigy which gives extra lives. Another gives the Caped Crusader an extra turn of speed - for 99 steps. So keep a careful count.

But beware false efficies The fiend who kidnapped Robin scattered a few nasties around. These will rob you of all your special powers.

You'll quickly discover that wh you touch a Batman effigy it will explode, But, if you're careful, you



Born: Edmonton 1956 Game: Batman

Disgust for the standard of games available for the ZX-81 turned former television engineer Jon Ritman into a games programmer. "I thought I've got to be able to do better than this," he says. Within two months of buying the ZX 81 Jon had written his first

game. "I released two more before I left work. At the time I was earning more off computers than I was on wages at work. I decided it wasn't worth it."

Games to Jon's credit now include Namtir Raiders, Bear Boyver, Match Day and now Batman, on which Jon worked with Bernie Drummond who designed the graphics. It took Jon and Bernie around ten months to create Batman and it

gives Ocean one of its best games for ages. Favourite Music: Kate Bush.

Favourite Food-Pirra Favourite drink: "I hardly ever drink, but if I do, it's wine."

The thing most hated about the computer industry: Bad reviews and mis-leading hype. Other games: Seven in all - including Namtir Raiders, Bear Bovver

and Match Day.







Drop and Jump at the same time, it gives you the power to double the height of your jump.

But if you're having a terrible time with the effigies and their powers, don't worry. They are not absolutely necessary to complete the game. They just make things a whole lot easier.

Baffling Bricks

In many screen you'll come across bricks that move up and down. These can be jammed by putting something in their path.

Sensational Switches
Throughout the game there are three
or four switches. And guess what?

They switch things off. But they are hard to spot. So keep a careful watch for them.

Pass the Parcel

r uza cire r arc



 Curious Questions
 There are many curious balls with question marks on them. All explode when touched, but some will kill but

others are harmless. Experience will tell you which is which.

• A Room with No View
In some screens there will apparently be nothing to do and no way out. Don't

the fooled. Examine the walls carefully There's usually a hidden exit.

Life After Death
Reincarnation stones. These prove

Reincarnation stones. These prove very useful. Touch one and it will store the state of the game. Should you lose







We've got 20 copies of Ocean's smash hit Batman game to give away — ten for the Amstrad and ten for the Spectrum — to the lucky winners of our Bat-Comp.

All you have to do is answer the easy Bat-Quiz below and rush your coupons off to us in the nearest Bat-mobile!
Send your completed coupon to Computer and Video Games, Batman Competition, Priory Court, 30-32 Parringdon Lane, London ECLR 3AU. Closing date for the competition is June 16th, normal C+VG rules apply and the editor's decision is final.

THE BAT OUIZ

What was the name of Batman's trusty butler?
 What are Batman and Robin's REAL names?

3. Name ONE of Batman's arch-enemies.
C+VG/OCEAN BATMAN COMPETITION

C-VG-OCEAN BATMAN COMPETITION
Name
Address

Computer owned: Amstrad Spectrum My answers are:







Uh... they can't threat me like this. Just cos of an unfortunate accident when I destroyed the C+VG swimming pool by diving straight into the 3ft end, they think they can give me all the rotton jobs. Mailbag! Fah! Fancy getting me to

answer letters. I can't even read.

• I have a complaint about your magazine. I have been buying it for the past four years and I was

win a Commando machine, copies of games like Fighting Warrior and Gyroscope. I waited months on end for a reply or to read something in the magazine to see if I had

been one of the lucky winners bu, still I wait! I have noticed that other

magazines print the winners names, so, why don't C+VG? This has led me to the conclusion that perhaps there were no prizes in the first place and you were using it as an excuse for people to but the

Big Red replies: Just what are you saying, Buster? The reason we don't print

we don't print all the competition winners is the lack of competitions with lots of winners. If we printed all their names, there would't be any space left for the good things in C+VG— such as me and the

■ I am a member of a small group of Atari owners in Manchester. We spotted a karate months ago, I saved up 65-50, but, at that time there wasn't hat many shops in the Manchester area where you could buy Atari games. So, we ca a month for it to appear, but, that month is still dragging on.

At least one good thing has happened — a new shop has just opened in Manchester devoted to the Atari, it is called Atari World. It gets all the new releases, but, still on one of its walls is a poster for the same karate games I have been waiting eight-nine months for The poster states AVAILABLE SOON! By the way the name of

the game is International Karate. In April's issue of C + VG I read the review and found out that it hasn't been completed yet. After banging by head on the wall a few times. I read on and found out it knocks all the others for six. Would you please give me a release for this game.

Big Red
replies: Don't
ask me, ask
System 3. The
only thing
International
Karate doesn't
knock for six is
me.

 Now, we have a reply to a letter which we published in our April issue from Stuart Yalden, who was complaining about a cortain company.

May I set the record straight, further to the comments of Mr Yalden, regarding Vic-20 Software Hire and the non-delivery of his order.

from Mr Yalden. When he telephoned me complaining at the lack of service, I assumed that his order had gone missing in the post. In these cases I

A cassette was posted to a Yalden on September 23rd a to date I am still waiting for be returned." Stuart Tomanek Manager Vic 2. Software Hire

• I was going to buy a disc drive at Christims, buy the friend said that they were slow. After Christims, my other friend brought into school an article from an old C+VG, which said there was a new faster 152 disc drive being launched, but I have it Altar version of Diff. Due to

not seen any in our local computer shops. Could you tell me when they will be available S Wadrassi

Big Red replies: My spies tell me the 1542 has been scrapped.

 Paul Philips and P Thacker are both right, C+VG is worth more than 98p. Here in Holland I pay 61.75 and it's worth it. But, if you were to raise the price to 61.50 it would mean it would cost 63.60 which if far, far too

much for us here.

After the letter from A
Oskarsson I compared software
prices here with mail-order
software prices in England, and
from now on I will only buy
software in this way. Take for
example Waiter Games—68.20
by mail order and £12.75 in the
shops in Helland. Karatria
the shops in Helland. Karatria
the shops in Helland. Software
to pay over the top prices
for these soames?

 Not so long ago in the Hot Gossip section of C+VG, you made the now-infamous statement of

Acornsoft/Firebird's Elite being available on the Atari and, of course, you later printed a short notice to the effect that you had made a "mistake".

I was rather annoyed by the style of the original statement; you were obviously having a subtle dig at Atari User. I telephoned Firebird and was told that Elite would "possibly" become available.

HOWEVER! Here is a piece of news that you may or may not know. I am acquainted with a programmer who used to work for a large Atari software company, and as a result accompany, and as a result and a supplementary of the accompany and as a result and a supplementary of the accompany and as a result and a supplementary of the accompany of Topopone's fame to coample—and he retains many ties with the software industry. He told me a rather industry. He told me a rather industry. Act of "Elife" in the revotations Act of "Elife" in the revotations Act of "Elife".

contractual terms between Acornsoft and themselves, th have to produce a

have to produce a demonstration version of the game, that has to be approved by Aconsoft before the game proper can be written. This Firebird duly did, utilising the full graphical and audio facilitie of the Atan, such as page flipping, colour indirection. Vertical Blank Interrupts and Display List Interrupts. That was where they slipped up.

The demonstration version, although taking up relatively lattle memory, surpossed all the previous demon versions. According to the control of the control o

The proof of this story is in the currently-available versions themselves. When it comes down to the bottom line, no visible attempts have been made to increase speed or reduce screen flicker or generally 'tart the game up'. One would have taken advantage of the CRM-64's capabilities to do so. From what I have heard, the Atari version did not flicker at all — and I

wouldn't be surprised. If you plan to print any of this letter, I wish you to withhold when you make and address and not te mention even the area when I live. I am not a pirate, I simply don't want Acomsoft/Firebird breathing down my neck for divulging potentially embarrassing information. However, I feel that this "scandal" should be made

public. Name and address supplied

 Recently, my mother wanted to get a magazine for the Amstrad. But. I stopped her and purchased Computer + Video Games instead. Now, to the point of this letter, I have a few complaints. The screens of the games you review seem to be getting smaller and in black and white. My second complaint is:



has happened to them? I enjoy though half of them don't load.

Big Red replies: Are ou trying to pick a fight? Screen shots getting smaller? I ining it. As for

listings, we're never going to print another one. Never, never. never. Over my rusting body What? All right so we've print a listing this month. I'm not perfect. I get things wrong.

I have been an Atari fan since

In my opinion not only did it detriment to it, and I for one

Come on, Atari - pull your

· I noticed a letter from Sunil software works on the C128

Flintstones. I would be happy if

and more people are buying a In reply to Anthony Kemp's

game. I hope these tips come i

personal experience that they do While most of my CBM64

· With reference to your reply to



Don't say we never give you anything! So far C+VG readers have enjoyed free posters, free pull-out maps, free pull-out games guides and even a free giant sized C+VG calendar poster, you been r but next issue we ve got something coming your way that will overshadow all the C+VG freebies that have boldly gone before. It's the FREE 24-page, full-colour IDEAS CENTRAL HANDBOOK. Inside this incredible

tree gift you is and glorious termiclaiour maps, games tips straight from the programmers, lots of pokes and some pretty amazing competitions. Our Ideas Central operatives, under the direction of the lovely Melissa



1066 and all that comes to the pages of C+VG next issue. We take a look at the new **Domesday Book Project** and ask YOU just what you'd like to see in the C+VG time capsule.





War — what is it good for? Find out next issue as Dr Stephen Badsy — a researcher for BBC TV's Soldiers series — brings you his own, very

rategy game supplements. Master Adventurer Keith Campbell ventures

forth to the mysterious West Country to bring out what's going on in deepest Weston-super-Mare in the BEST adventure column anywhere next issue.

The Electric Pencil Co. tell you their Zoids secrets, Steve Turner tells you how to beat his latest Spectrum smash Quazatron, while Pete Cooke dias up some info from the Gal-Corp computers about surving a trip to Tau Ceti.

Big Red goes ape and ends up on a free full colour poster inside the July issue of C+VG! It's the biggest thing you'll stick on your wall this

I want my mummy! You do? Then get hold of C+VG next issue and you'll find a preview of Hewson's latest game called Pyra Curse. It's set

Are you tough enough to take on the C+VG Green Beret Combat Zone Challenge? High scorers should collect their call-up papers next

